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Attorney Docket No.: MYTEP002

First Named Inventor: Block

Jeffrey D. Wheeler



UTILITY PATENT APPLICATION TRANSMITTAL (37 CFR. § 1.53(b))
(Regular application claiming priority of a provisional)

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Sir: This is a request for filing a patent application under 37 CFR. § 1.53(b) in the name of inventors:
David A. BLOCK, Daniel L. AHLBERG, John FELDMEIER, and Elliot M. KATZMAN

For: METHODS FOR ACCESSING AND POPULATING COMMUNITY WEBSITES

Priority of U.S. Provisional Application No. 60/172,983 filed on December 10, 1999, is claimed under 35 U.S.C. § 119(e).

Application Elements:

- ☒ 68 Pages of Specification, Claims and Abstract
- ☒ 50 Sheets of Drawings
- ☐ Combined Declaration and Power of Attorney
- ☐ Separate Declaration

Accompanying Application Parts:

- ☐ Assignment and Assignment Recordation Cover Sheet (recording fee of \$40.00 enclosed)
- ☐ Separate Power of Attorney by Assignee
- ☐ 37 CFR 3.73(b) Statement by Assignee
- ☐ Information Disclosure Statement with Form PTO-1449
 - ☐ Copies of IDS Citations
- ☐ Preliminary Amendment
- ☒ Return Receipt Postcard
- ☐ Small Entity Statement(s)
- ☐ Other:

Claim For Foreign Priority

☐ Priority of _____ Application No. _____ filed on _____ is claimed under 35 U.S.C. § 119.

☐ The certified copy is enclosed.

☐ The certified copy will follow.

☐ Amend the specification by inserting before the first line the sentence:

"This application claims the benefit of U.S. Provisional Application No. _____ filed on _____, the disclosure of which is incorporated herein by reference."

Fee Calculation (37 CFR § 1.16)

	(Col. 1) NO. FILED	(Col. 2) NO. EXTRA	SMALL ENTITY RATE FEE	OR	LARGE ENTITY RATE FEE
BASIC FEE			\$345 \$	OR	\$690 \$
TOTAL CLAIMS	_____ -20 = _____		x9 = \$	OR	x18 = \$
INDEP CLAIMS	_____ -03 = _____		x39 = \$	OR	x78 = \$
] Multiple Dependent Claim Presented			\$130 = \$	OR	\$260 = \$
If the difference in Col. 1 is less than zero, enter "0" in Col. 2.			Total \$	OR	Total \$

☐ Check No. _____ in the amount of \$ _____ is enclosed.

☐ The Commissioner is authorized to charge any fees beyond the amount enclosed which may be required, or to credit any overpayment, to Deposit Account No. 50-0388 (Order No. _____).

General Authorization for Petition for Extension of Time (37 CFR §1.136)

☒ Applicants hereby make and generally authorize any Petitions for Extensions of Time as may be needed for any subsequent filings. The Commissioner is also authorized to charge any extension fees under 37 CFR §1.17 as may be needed to Deposit Account No. 50-0388 (Order No. MYTEP002).

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Abstract

Attorney Docket No. MYTEP002

METHODS FOR ACCESSING AND POPULATING COMMUNITY WEBSITES

by Inventors:

David A. Block
Daniel L. Ahlberg
John Feldmeier
Elliot M. Katzman

Related Applications

This application claims priority under 35 USC 119(e), to the Provisional application entitled "Structure and Method For Accessing and Populating Community Websites," which was filed on December 10, 1999, and assigned application no. 60/172,983 (Attorney Docket No. MYTEP001P), and which is hereby incorporated by reference.

This application is related to: U.S. patent application No. _____ (Attorney Docket No. MYTEP001), entitled "Structure For Accessing and Populating Community Websites," and U.S. Provisional patent application No. _____ (Attorney Docket No. MYTEP004P), entitled "Tools and Functionality For Community Website Structures and Methods Thereof," all filed on the same date herewith, and which are hereby incorporated by reference.

FIELD OF THE INVENTION

The present invention relates generally to a method used for the provision of access by an individual to information that relates to multiple website communities in which the individual is a participant. More specifically, the present invention provides methods of summarizing access to the information pertaining to an individual's involvement in these multiple communities. The extent of access to the website information for a specific community is based upon the security level of the individual in relation to the community, and which is granted to them by other members of that community.

BACKGROUND OF THE INVENTION

Computer networks provide an efficient means for transporting data between workstations or terminals on (or connected to) the network. Such networks can consist of Local Area Networks (LANs), which are generally restricted to one geographical area or location. Such networks can also include Wide Area Networks (WANs) which connect a number of machines over a larger geographic area. The Internet is also an example of one such network. The Internet is a worldwide system of computer networks -- or a network of networks -- wherein users at any one computer can, if they have permission, get information from any other computer. The Internet was conceived by the Advanced Research Projects Agency (ARPA) of the U.S. government in 1969 and was first known as the ARPANet. The original aim was to create a network that would allow users of a research computer at one university to be able to "talk to" research computers at other universities. A side benefit of the ARPANet design provided that messages can be routed or rerouted in more than one direction, and that the network can continue to function even if parts of it were destroyed in the event of a military attack or other disaster (including simple down-time of component parts).

Today, the Internet is a public, cooperative, and self-sustaining facility accessible to hundreds of millions of people worldwide. The Internet is providing ever increasing opportunities for persons across the world to interact with each other via a relatively cheap medium of communication. A person might use a computer to pull up a website and see information that might pertain to an organization to which that person belongs, or is affiliated. Many such websites require a registration procedure to be completed, wherein the user provides certain personalized information and is assigned an identifier to use when accessing the site. Through this identifier, the user can access personal, or private information from a database or the like associated with the website. The personalized identifier generally prevents such information from being accessed by other users of the website.

Many Internet sites also have community aspects associated with them. Community aspects provide the ability for a member to interact with a variety of other members on the site who share a commonality. For instance, the user might post and/or retrieve information from a website, or certain areas of a website. Depending upon the nature of the information being posted or retrieved, security issues become important in

discerning who will be allowed to become a member of any given community and thereby retrieve and/or post specific information.

In present Internet sites, an impetus is placed on personalization of an individual's experience on a website by providing them easy access to only the information that is relevant to the interests that they have identified. The information then provided is a subset of the significant amount of information that is available on the website. Such tailoring of information to the individual can provide incentive for people to join a website, and thereby increase the size of the registration databases as quickly as possible. Larger registration databases and the ability to target messages to groups of members with definable demographics provides the ability for websites to charge higher advertising rates. Additionally, larger registration databases generally lead to a higher relative valuation for the website company. Internet sites with registration systems are generally populated by various users coming to the site for the content and communities contained therein. Typically, a certain amount of content and limited access, if any, to communities is provided to casual visitors to the site. Increased access to content and communities is offered thereafter upon completion of the registration process. Membership in more than one website community requires that the individual have a separate membership identifier and password for each community they are part of. This results in the need for the individual to log-in separately to each website community in order to access the information contained therein. The information in each website must be manually reviewed and consolidated in order to get a comprehensive summary of all of the activities and responsibilities the individual has in their different communities.

The combination of privacy concerns about undesired use of user registration information, and security concerns about access to information in a user community often makes it difficult to expand a registration database. In such situations where registration is required, many users are dissuaded from joining because of the requirement to provide certain personal information. Such users believe that their privacy is being violated, as many websites will thereafter forward (or sell, or datamine) a user's information, for marketing purposes and the like. This is particularly true where the community information involves children, or other family members, or a particular user. To overcome the concerns of privacy and security, a website must provide a significant benefit to the member in exchange for the risks that are perceived. Such opportunities

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often occur with website communities involving sporting events, school events, or the like. For instance, an individual may be a participant in multiple sport teams, events or organizations, each having a separate schedule of events. Such information in a website might include scheduled events and games and specifics on their locations, news about teams and events, and so forth. A parent or guardian may likewise have several children, each of whom participate in multiple teams, events or organizations, yet are dependent on their parents for transportation and other means of involvement. The management and consolidation of information across multiple community websites for several family members can be very tedious and subject to error.

Accordingly, what is needed in the field is a method and apparatus that allows a user to have a more efficient means access to all of the website information that is relevant to their participation in multiple communities (games, organizations, and events). This should also include access to the different communities that their children may also participate in. This should include a means by which access to the information contained within multiple communities can be accomplished through a single member identifier and password. A structured level of access to various community information should be provided, wherein a user's access to information is based upon a security access level granted by other members of that community. This could result in an individual's access to different communities to vary, even though a single member identifier and password is used to access them.

SUMMARY OF THE INVENTION

To achieve the foregoing, and in accordance with the purpose of the present invention, certain methods are provided for forming information structures which will allow for more secure development of the information structure, and for more secure and user-flexible methods of providing access to post/retrieve information in the structure. The most common example of such an information structure includes a website, as comprised of webpages. For discussion purposes, the present invention will be described in terms of a website structure, with the present invention not being limited to this example structure.

A community of inter-related users is created through the website structure, with the community growing through members of the site selectively adding individuals to the community and sending out invitations for them to join the website and the specific community. These invitations are sent to known and trusted individuals who are either not yet members of the website or who are members of the website but not yet a part of the specific community. The invitees who are not yet a member of the website can thereafter choose to register with the website, and become a part of the Community. Existing members of the website can accept their invitation into their current website membership. The subsequent access to other communities that are part of the greater website, and those to which the existing website member is invited will be facilitated through the initial member identifier and password.

Communities relating to the Internet generally provide a method of sharing information between a large number of persons who might be interested in one topic. Such communities might include sports teams, school activities, clubs, or the like. Information within such a community might include personal schedules, pictures, or other items having a personal nature. In certain instances, it will be desirable to share such personal information with other members of the community. The level of sharing will often depend upon the role (or status) of the person associated with the particular community.

The present invention is described in terms of a sports-oriented website, namely myteam.com and its owned websites (www.dixie.org, etc). This site includes a multitude

Whereas a registered member usually sends out invitations based upon a trusted relationship they might have with another person, a messaging center associated with the website might automatically send out invitations based upon certain conditions or events.

Further, the website might use shell accounts to hold role and security associations associated with an invited person until that invitation is accepted. When accepted, the shell account is turned into a member account for the invited person, who then becomes a registered member.

According to one aspect of the present invention, a method is provided for populating a website membership database and providing access by a website user to a plurality of associated information areas, the method comprising: providing at least a first information area having information that is personal to a member user; providing at least one other information area having information overlying the first information area; facilitating invitations from the member user to a non-member user, the non-member user thereafter choosing to become a new member; determining an access level of the new member based upon their relationship status to the member user that added them, and based upon the context in which they were added, whereby the membership database is thereby populated with known members of a community; and allowing access to certain of the information areas based upon the access level of the member user.

According to still another aspect of the present invention, a method is provided for selective access to information areas that represent shared community information areas on a website structure, the website structure having a registration database of members, the database being populated by persons with a known relationship to existing members, the method comprising: assigning a personal information area to each registered member; configuring at least one other community information area with information that overlays the personal information area; registering new members based upon a known relationship with existing members; assigning an access level to each new user based upon this known relationship; and providing access to the information areas based upon the assigned access level.

According to still another aspect of the present invention, a method is provided for structuring and populating a website having a registration database of registered members and at least two layers of inter-related community information areas, the

[illegible]

The invention, together with further advantages thereof, may best be understood by reference to the following description taken in conjunction with the accompanying drawings in which:

Figure 1 is block diagram showing a representative site map, according to one aspect of the present invention, of the myteam.com website.

Figure 2 shows a representative chart, according to one aspect of the present invention, of the various access levels that might be achieved by different types of users, in relation to different Home site elements.

Figure 2A shows an alternative viewpoint of the website or information structure as generally shown in Figure 1.

Figure 2B shows an example viewpoint of the Home Page, as created for each registered website user, interacting with different communities.

Figure 2C shows an example diagram of a parent/guardian being able to access, via
15 their home page, all communities areas in which their children participate.

Figure 2D shows an example diagram of the central website and/or database using the role of the invited person to automatically generate an access level.

Figure 2E shows a similar diagram to Figure 2D, wherein a shell account is created upon sending of the invitation to an invited person, and the shell account is turned into a member account upon acceptance by the invited person.

Figure 3 shows certain representative webpage elements, according to one aspect of the present invention, of the My Home page for a player.

Figure 4 shows certain representative webpage elements, according to one aspect of the present invention, of the Team Home page as viewed by a Team Administrator.

Figure 16 shows an alternative representative webpage of certain elements, according to one aspect of the present invention, of the Team Fans selection from the Team Communities area.

5 Figure 17 shows a representative webpage of certain elements, according to one aspect of the present invention, of the Team Spectators selection from the Team Communities area.

Figure 18 shows a representative webpage of certain elements, according to one aspect of the present invention, of the League Members selection from the League Communities area.

10 Figure 19 shows a representative webpage of certain elements, according to one aspect of the present invention, of the League Fans selection from the League Communities area.

15 Figure 20 shows an alternative representative webpage of certain elements, according to one aspect of the present invention, of the League Fans selection from the League Communities area.

Figure 21 shows a representative webpage of certain elements, according to one aspect of the present invention, of the League Spectators selection from the League Communities area.

20 Figure 22 shows a representative webpage of certain elements, according to one aspect of the present invention, of the New Invitations selection from the My Communities area.

Figure 23 shows an alternative representative webpage of certain elements, according to one aspect of the present invention, of the New Invitations selection.

25 Figure 24 shows a representative webpage of certain elements, according to one aspect of the present invention, of the Change User Access selection from the Communities area, which an Administrator might use to change the access, whether or not an individual requested the change.

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DISPATCH

The present application relates to providing a website (and associated webpages) having a structure which facilitates methods for the secure access, development, and population of the website, and its community features. While the example website described herein is presented in terms of sports-oriented topical material and its related community, the principles described herein are readily applicable to other types of websites employing community aspects. This is particularly true for websites relating to the posting of personal information about a person, the person's family, or the like. Such instances might include school activities, extracurricular activities, clubs, and so forth. Accordingly, the present invention provides controllable levels of access for different visitors to the website, as conditioned upon the visitor's status and access level. The structure provides communities which are formed on an invitational basis, and as such, such selective invitations add a further level of control in populating a community with known persons. Additionally, administrator(s) at each structural level of the website have the ability to override and control access to certain information. Certain administrators can also control who can become a member of an administered community. Information that is posted on one website can be accessed from the website of another related community as well as from the home page of an individual participant in those communities, based on the individual's access to each community.

The present invention describes three types of communities. Each community is accessible only by the owner, and their invited guests, of certain respective Home Pages. Referring now to Figure 1, a block diagram 100 is shown of certain representative elements comprising a site map for the myteam.com website. There are two broad areas to the site. The first area has general content material, which is accessible by visitors to the myteam.com website. The second area is comprised of Home pages, which are generally accessible only by members. To a limited degree, however, a visitor can see some information on these pages.

A representative user model might include the following definitions. The present invention is not intended to be limited to such terms, and such terms are proposed only to

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facilitate description of the sports-oriented myteam.com website example. A "Member" is an individual who has registered with the myteam.com website, and has been assigned a "Member-ID" (or symbol) and password. The Member uses this Member-ID and associated password when logging onto the system. Each Member is assigned a "My Home" personal page. A "Visitor" is not a myteam.com Member, or is an individual viewing the site without currently being logged in. A Visitor cannot see any My Home personal pages. In order to see such pages, a Visitor must be invited by the individual who "owns" the page through an "Invitation". Upon accepting the Invitation, the Visitor will become a myteam.com Member in the process. "Administrator" is an individual with "owner" or primary edit control over the web pages for a given community. "Friends" include other Members who must be invited by the individual to see their personal My Home page. "Participants" derive from a private relationship granted by a League or Team Administrator to only those who play on the team, are the parents of those who play on the team, and are those who directly participate in the running of the team and/or its parent league. At the discretion of the Administrator, such a relationship can include reciprocal pre-granted access between the personal My Home pages of the Team Participants.

Regarding specific Team or League Home pages, a "Fan" is a trusted relationship that must be granted or provided through an Invitation by the Administrator of the Team or League. Invited Fans must become a myteam.com Member, if they are not already. Fans include trusted friends and family (who are not parents of players) and do not directly participate in the running of the Team. A "Spectator" is a site Visitor or Member who has not been granted Fan access to the Home page. The Spectator might also be referred to as an "Anonymous Guest".

Invitations include an Invitation-Number that must be used to accept the Invitation. For any individual who is added to a community and is not identified as a current website Member by the inclusion of a valid Member-ID, a "Shell Account" is created for that individual. This Shell Account contains the security relationship of that individual in relation to the specific community or communities that they are added to. This Shell Account also includes the general information entered for the individual, such as email address, phone number, etc. When an Invitation is sent to an individual to join, the included, and required, Invitation-Number is directly linked to this Shell Account. Upon

accepting the Invitation, the user must complete the registration form, which is pre-populated with the general information that was entered when the individual was added to a community. When the registration form is successfully completed and submitted, the Shell Account is replaced with a "Member Account" which references the Member-ID
5 and which contains the primary information about this website Member and all security access relationships to all communities in which the Member is a Participant.

An individual is sent and accepts an invitation in the following manner. A personal Invitation (with an Invitation-Number) would be sent by paper or email, inviting the recipient to view a My Home, Team Home and/or League Home page. The recipient
10 would take the Invitation-Number and go to the myteam.com registration page, which prompts for the Invitation-Number. The system uses the Invitation-Number to reference the Shell Account that contains the security relationships between the new Member and any My Home, Team Home and/or League Home pages to which they have been invited. The new Member gets their own My Home page, and links on their My Home mini-site
15 pages to the My Home, Team Home and/or League Home pages to which they were invited. When an individual accepts an Invitation to a My Home page, the link to the invitor's My Home page is on their My Fans page. When the individual accepts an Invitation to a Team Home and/or League Home page, the link to the respective Home pages is in their My Teams capsule and on the My Teams page. If the individual invited
20 is already a Member, upon entering their Invitation-Number on the registration page, they will be given access to the respective Home pages using their current Member-ID and single log-in.

Information displayed on Home pages is organized into 3 distinct views – a "Capsule", a page and a detail page for a specific item of information. A Capsule is
25 shown on a Home page and lists a summary of the most relevant content that is displayed on the page and to which the Capsule itself links. For each item of information there is a linked detail page that shows all of the information for that specific item. For those individuals with Administrator access to the specific information, a "edit" link is displayed that goes to an editable version of the detail information page for that item.
30 Clicking on a specific item of information in the Capsule will go directly to its respective detail information page, and will display the "edit" link if the individual has "write" access. Clicking on the named header of the Capsule, or on the button of the same name

in the navigation bar, will go to the general page for that type of information. The specific items of information displayed in a Capsule and on its linked page can come from another Home page mini-site. The ability of an individual to see a specific item of information on a My Home, Team Home or League Home page, capsule or page linked in the mini-site is based on their security access to that type of information on the Home page that it comes from.

Referring again to Figure 1, the myteam.com home page 102 is shown as the entry point for users entering the website. Visitors 104 can access a variety of general tabbed information 106, or overview information 108. Such overview information 108 is shown to include various information "About myteam.com." Example topics that are listed include: overview, partners & users, myteam.com Pros, Advisory board, Press Releases, Positive Quotes, Contact information, Preview information, jobs at myteam.com, and advertising information. The tabbed information includes: "News & Events," "Sports Central," "Fun & Games," "Community," and "Store." The "News & Events" tab can be used to pull up topics such as: feature stories, news headlines, multimedia, columns, sports wire, events, or news submission. The "Sport Central" tab is shown to include: Instruction about various sports (i.e. drill strategies, game instruction), 101 sports (i.e. descriptions of various sports), mental edge, training room, organizations, information about myteam.com experts, and print center information. The "Fun & Games" tab includes: online games, backyard games, comics, trivia & crosswords, free stuff, and contest information. The "Community" tab includes: related articles, polls (i.e. favorite equipment, etc.), "ask the pro" information, issue of the week, and live chat events. The "Store" tab is shown to include: equipment, auctions, personalized products, instructional products, myteam.com gear, and buying guides, all of which can be acquired as "ecommerce" (i.e. electronic commerce) items. For this set of Visitor information, anybody that comes to the myteam.com site will have access to such information. The viewing experience is generally the same for Members and Visitors.

Members of the myteam.com website will be provided an entry point 110, which will prompt the user for their Member-ID and password. Upon entering the system, Members are provided access to three types of mini-site areas, namely My Home, Team Home, and League Home. Each Member can have access to multiple instances of each type of mini-site, as they may have relationships with more than one Team and League.

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Note that Visitors can also get limited access to the Team Home mini-site, and the League Home mini-site (See Figure 2 below for access levels).

The Member will be placed (by default) in their own My Home mini-site 112. Also shown are the Team Home mini-site 114, and the League Home mini-site 116. Only
5 Members may access a My Home mini-site. Access is a result of ownership, or via an Invitation from the owner; otherwise even Members cannot access another person's My Home mini-site. Linked pages associated with the My Home mini-site include, for example: My Messages, My Schedule, My Teams, My New, My Favorites, My Fans, and My Profile. Each of these links pulls up pages relating to the listed topics, and which are
10 particularized with information pertaining to the mini-site owner. The information displayed on the My Home mini-site pages will include information that was originally posted on a Team Home mini-site or League Home mini-site when that information is relevant to and otherwise accessible by the individual when they are on the respective Team Home or League Home mini-site. Such information includes messages and
15 scheduled games, practices and events for Teams and Leagues of which the individual is a Participant.

Any team that a Member belongs to, will have a Team Home page and associated linked pages therefrom, comprising the mini-site. Such link pages might include: Team Finder, Team News, Team Schedule, Team Scoreboard, Team Photos, Team Locations,
20 Team Roster, and Team Fans. Each of these links pulls up pages relating to the listed topics, and which are particularized with information pertaining to that Team. The information displayed on the Team Home mini-site pages will include information relevant to that Team that was originally posted on a League Home mini-site, if that Team is part of a league. Several of these pages themselves have links to editable
25 versions of the pages or other tools that modify the contents of these pages. These editing tools and the links to them can collectively be referred to as League Tools 126, of which a subset are relevant to a Team, and are only accessible to the Team Administrator(s).

The Team might also be part of a larger League, and which has a League Home
30 page. The Participant belonging to this Team is also granted Participant access to the League Home page, with any linked pages therefrom comprising the mini-site. Such

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within the scope of the present invention. The ability for an individual view news items will be constrained by each individual's security access to the information on the respective mini-site that the news originated on. The continuous line 134, with bi-directional arrows between the mini-sites Team Home and League Home, indicates that

5 Schedule information will be shared between the mini-sites. Scheduled games and practices entered by a Team will be accessible on the League Home page. Scheduled games, practices and events entered on the League Home and Team Home will be accessible on the My Home page of a Participant in the Team and League. The continuous line 136 spanning the Team Home and League Home mini-sites indicates that

10 Scoreboard information will be shared between the Team Home mini-site and the League Home mini-site. Game scores and related details can be entered in the Team Home for the team's that played in a game and the information entered will be available on the League Home pages and the Team Home pages for either team that played in the game. Likewise, a game score can be entered in the League Home and will appear in the Team

15 Home pages for both of the Teams that played in the game.

It should also be noted that much of the content in the general content area, i.e. information that Visitors can see, will be seeded (or linked) into the various Home pages, and capsules therein. For example, a "tip of the week" listed on a My Home page is really going to lead the user (i.e. the Member) over to a page (or information) residing

20 underneath the "Sport Central" tab. This serves to distribute over the various Home pages, the wealth of information that is found in the general content areas in a manner that is convenient and personalized, without the Member having to backtrack through the myteam.com general website. The topics of information displayed on the different Home pages is determined by the sports and respective roles that are chosen by the individual in

25 a preferences page, and by the sport of the respective Team or League on whose home page the capsule is being displayed.

Any number of exceptions might also exist from the structures described above, and still remain within the scope of the present invention. For example, a League Administrator may not initially arrive into their My Home Member page upon log-in to

30 the myteam.com site. Instead, this League official will find it more convenient to be directed initially to the particular League Home page over which they preside. A League

President (or the like) can also use a My Teams capsule that is generally presented on every My Home page to quickly jump over to the League Home area.

As noted above, there are publically viewable Team and League Home pages available for Visitors. These users, however, do not see a number of the capsules that are located on the pages. In general, the present system preserves a certain level of privacy when dealing with certain capsule information. Since the present sports-oriented website deals with youth, and youth-oriented activities, it becomes important to limit certain access to such Visitors. It might be detrimental if a Visitor were able to freely access practice schedules, pizza party information, or photographs of a particular child. Various examples of prior art do allow free access to such youth-oriented information. For instance, visitors to such prior art sites are able to freely access telephone numbers of League Officers and Administrators. Also, such visitors can access photographs of children and children's names posted on the website, and the like. This is unacceptable under the present invention, and access is limited based upon the security status of the individual accessing the site.

Referring now to Figure 2, an access level chart 200 is shown with four (4) key access levels in relation to the My Home, Team Home, and League Home web pages. Certain fundamental concepts behind the formation of the Community aspects of the present invention were derived (in part) from security models. Aspects of security access were taken and incorporated into determining the population of the Community. Hence, the present system pre-defines the access levels in relation to the Community relationships, and combines them into a consistent model. When an individual is invited or added to a Team or a League, their security access is pre-defined based on the role in the Community to which they are added. The types of Pages (i.e. My Home, Team Home, and League Home) are shown on the vertical axis, and are charted against the types of users (i.e. Non-Members and Members). Non-members would include the Anonymous Visitor (Spectator or Visitor). Members would include the Invited Guest (Fan/Friend), Participant, or Administrator. The Invited Guest is also referred to as a Fan or Friend. A Fan is also an invited guest of Team Home or the League Home pages.

The My Home page is the most private of the mini-sites, as it contains the personal information of the registered Member of the myteam.com site. In general, nobody can

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In general, when creating Invitations the system could look at what relationship exists between individuals that share some commonality of community with other individuals, and predetermine what type of Invitation to send out. For example, kids on a team would likely give their coach the right to see their My Home pages. However, the coach might not necessarily wish to give the kids the right to see his own My Home page. This situation (and others like it) might prompt a two-way Invitation to be sent out that could be responded to in a one-way fashion. For example, the response to a two-way Invitation would be that the user would like to see the invitor's My Home page, but the user does not want to provide the right for the invitor to see the user's My Home page.

10 In box 212, the Invited Guest is shown as being allowed to see more information than a Visitor, because the Invited Guest is a trusted individual. The Invited Guest is not offered full access to the Team Home page, but can see more capsules than the Anonymous Visitor. The only way to become an Invited Guest is through approval of the Administrator of that particular Home page. As a result, a self-policing level of security is introduced. In box 214, the Participant is shown to have full viewing access to the Team Home page, as this will be a key viewing area for any Participant on such a team. In many cases, the Team Administrator would be the team coach, and would invite all of the players, their parents and team volunteers to become Participants to view the Team Home page. A Team Administrator will exist for the each team, and box 216 shows that full access (including edit rights) is allowed for such an individual.

25 The League Home page is similar to the Team Home page, though it contains more information. Box 218 shows that an Anonymous Visitor can see some information, but is limited from viewing certain capsule information. In box 220, an Invited Guest can see still more information. In box 222, a Participant can see still more information. The League Administrator has a large realm of responsibility, and box 224 shows the League Administrator having full access to the League Home page.

30 At the Team Home level, as indicated by the asterisk, the present system will allow Participants (i.e. players and volunteers) to also be able to see Fan Lists for each team, and to invite other people to be Fans. The Fan List includes both individuals that have been invited and those who have accepted. In general, only the owner of a page gets to see the associated Fan List, and send out Invitations in order to increase overall

membership from that Fan List. At the Team level, however, the aforementioned exception is made. Such use of Fan Lists by Participants is self-policing, in that at any time, a Team Administrator can review the Team's Fan List and delete an individual.

Deletion of an individual could be based upon certain information known by the

5 Administrator, that may not have been known by the person who placed the person on the Fan List. It is important to have several checks and balances regarding the status of certain individuals, as a wide variety of potentially private information is posted on the Team Home site, including for instance practice schedules, photos, parties, and so forth. Without approval of the Team Administrator, an Anonymous Visitor is generally limited
10 to publically available information, such as game schedules and the like. This use of Fan Lists by Participants will not be allowed, however, at the League Home level. It is believed that the membership of a League is too large and would therefore make it too difficult to adequately police the addition of Fans by Participants in the League.

The League Administrator also has access to a set of League Tools (See Figures 26-
15 45, described below). Such tools allow the Administrator to enable the league structuring into divisions and teams. The tools also provide for arranging and organizing the teams in those divisions. Different league members (i.e. Volunteers and Players) can also be arranged and organized via such tools. Games, practices and events can be scheduled, and scores compiled into standings.

20 An alternative viewpoint of the website or information structure is shown in Figure 2A. An example organizational hierarchy 250 is shown that includes a main (supervisory) organization 252 (such as Little League, or the like). Also shown is a designated authority (DA) 254 (such as Myteam.com) for administering the organizational hierarchy. Certain example groups such as the leagues 256, teams 258,
25 and players 260 are shown which might be subordinate to the groups above in the hierarchy. The players are shown to include child1 262 and child2 264. Child1 262 is shown to have trusted relationships with persons that might include a sibling, grandparent, Father, Mother, aunt, and/or uncle. Child1 belongs to many different teams, including Team1, Team2, and Team3. Each team belongs to a respective League1,
30 League2, and League3. The leagues are part of (or belong to) the main organization 252. Child1 can send out invitations to any trusted individual. In the example shown, Child1 sends out an invitation to the Father 266, who can thereafter accept the invitation. Upon

accepting the invitation, the Father is afforded the opportunity to register with the website and thereby be granted a Home Page 270 as a registered member of the website. This home page can contain a variety of configurable capsules and/or window areas for information. Example capsules shown include My Schedule, My Teams, and My
5 Leagues. In each appropriate window, information is shown for the Father's various children (i.e. child1, child2) and the teams and/or leagues that the Father has chosen to include on the Home Page. As such, the Father will be able to view -- in one convenient location, as a registered member of the website with his own Home Page -- information such as practice and/or game schedules for his children, and/or any other information the
10 Father deems of interest. As each team or league changes such schedules the information will be accurately reflected on the Father's Home Page. The access level as to what types of information that the Father can ultimately view is dictated by the Father's role or relationship to the child.

Figure 2B shows an example of the resulting Home Page 272 that is created for
15 each registered website user. First, second, and third example community areas 274, 276, and 278 are shown in communication with the Home Page. Each of the community areas are in communication with each other, based upon the trading of information between the communities, as based upon the hierarchy between the community areas.

Figure 2C next shows a example block diagram of the parent (or guardian) 280 in
20 communication with three different community areas, i.e. football 282, soccer 284, and Little League 286. Child one 288 is shown belonging to both the football and soccer communities. Child two 290 is shown belonging to the Little League community. Accordingly, the parent/guardian is able to participate in the same communities areas as their children, via one collective view area, namely their Home Page as created by their
25 registration on the website.

Figure 2D next introduces the concept of the central website system and/or
database providing for (optional) auto-generation of an access level based upon the role of the person being invited to join the website. The central website and database 281 will store information such as the registrants and their access levels. The website 281 is
30 shown to include a message center 283 and a module (i.e. hardware, software, and/or code) 285 for automatic generation of the access level. The invitor person 287 sends out

an invitation that passes through the website's message center 283 and is routed to the invited person 289. In this example, the persons role = "coach." When person 289 accepts the invitation, the module 285 is invoked to generate the access level based upon this role.

5 Figure 2E shows a similar configuration as that shown in Figure 2D. In this instance, however, the invitation to person 289 causes a shell account 291 to be created which contains, among other things, the role and access level of the person being invited. Upon acceptance, block 293 is shown turning the shell account into a member account.

10 Referring now to Figure 3, a representative webpage 300 is shown of the My Home page for a player on a team. The various general information tabs 302 can be accessed from the upper border. Click-through hyperlinks 304 to the other pages of this mini-site are available on the left border, or navigation bar. Various capsules are shown on the page, including news 306, online games 308, store 310, polls 312, My Teams 314, My Messages 316, My Schedule 318, My Favorites 320, and instructional information 322.

15 Personalized information 326 is shown regarding the owner of this page (Jimmy Johnson), including for instance pictures of the Player in action, or captions regarding the Player's nickname. Advertisements 324 are also interspersed (in available spots) across the page. As noted above, the My Teams capsule (or click-through to a My Teams page), allows quick access to the Team Home and League Home pages for the various teams

20 with which this Player is affiliated. The My Teams capsule also includes a "Find any team" click-through link 315, as further described in association with Figure 6.

25 The My Messages Capsule and the My Messages page contain all messages sent from individuals who are also Members of the website and from the Administrators of the different Teams and Leagues in which the individual is a Participant. The My Schedule Capsule and the My Schedule page contain all scheduled personal events and all scheduled games, practices and events for the different Teams and Leagues in which the individual is a Participant. The My Schedule Capsule displays only the most current, forth-coming scheduled items, and acts as a summary of the full listing of information that is available on the My Schedule page. The My Schedule page displays all scheduled

30 items in a similar manner as the Capsule, but with no restriction of quantity. In addition, the My Schedule page displays a location name for each scheduled item. Clicking on the

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stories that have been entered by either the Team Administrator or a League Administrator or its League. Clicking on a specific news item will display the full news article. Clicking on the title bar of the News capsule will go to the Team News page from which all current news articles created by the Team Administrators is displayed.

5 Referring now to Figure 5, a representative webpage 500 is shown of the League Home page for a particular Team. The shown view is from the access vantage level of a League Participant. Once again, the general information tabs 502 are available across the upper border, along with a caption 503 identifying the League. Click-through links 504 are available for access in the navigation bar area. The various Capsules associated with
10 the page include: League photographs 506, League News 508, store information 510, League Standings 512, and the League Schedule 514. Advertisements 516 are similarly included on the page 500. The League logo 518 is also shown to further identify the page and to optionally provide a click-through link to a League's parent organization external site. A click-through link 520 is included to the external website of the parent
15 organization if this team is part of a larger sports organization, such as Little League Baseball.

The League Schedule Capsule displays games, practices and other events that are scheduled by the League and games that are scheduled by Teams within it. The Capsule presents a summarized view of the information that is displayed on the League Schedule
20 page. The League Schedule page can be accessed by clicking on the top of the Capsule or by clicking the respective button in the navigation bar. The Standings Capsule displays the won-lost record of each Team in the same division as the Current team. The won-lost record is a summary based on the calculations of all of the game scores that have been entered by the League and by the Teams in the currently selected division. Clicking on
25 the title bar of the Standings Capsules will go to the League Scoreboard page that displays the most recent, and provides access to all of the game scores for the League. The News Capsule displays the 3 most recent news stories that have been entered by either the League Administrator for its League. Clicking on a specific news item will display the full news article. Clicking on the title bar of the News capsule will go to the
30 League News page from which all current news articles created by the League Administrators is displayed.

Referring now to Figure 6, a representative webpage 600 is shown which might result from invoking the "Find any team" link 316 from the My Teams capsule of Figure 3 above, clicking Team Finder in the navigation bar of a Team Home page, or by clicking League Finder in the navigation bar of a League Home page. This search has located the team "Foster City Giants," as was specified by the user. The resulting page is similar to the Team Home page for the located Team, with a few exceptions. A list of additional options 602 is produced for this page, and presented via click-through boxes which are oriented in the navigation bar area, and superimposed over the previously listed click-through links. Having found this Team, the user is given a range of options relevant to their membership status in the myteam.com site. The options could include (but are not limited to): Become a member & remember this Team; add the Team to the player's My Teams area; request to be made a fan of this Team; try a search for another Team; or cancellation of the "find any team" operation altogether.

The interaction of the various features on the myteam.com website can further be illustrated by the site flow map 700 as shown in Figure 7. The user enters the map via the My Home Page 702. A My Communities click-through area 704 in the navigation column (i.e. the left-most column on the My Home page) links to access an area shown as My Friends (or My Fans, or My Guests) 706. My Friends (Fans) is a list of people with whom the user has a relationship. Exceptions (i.e. names not shown) might include those people that are on the same Team as the user. If all persons are so listed, then exploration of the Team's roster page will indicate which person's on that Team have a sharing relationship with the user. This My Friends list provides a form of "bookmarking" between a user's site and a Friend's site, and indicates whether the relationship is reciprocal, a Friend only sharing with user, or the user only sharing with Friend. If a Friend is listed in My Friends and the name is a link, then permission to view the other sites has already been granted. If a Friend is listed in My Friends and the name is not a link, then the Friend has permission to view the user's page, but the Friend has not granted permission to the user to view their site. If such permission has not been granted, a request can be formed via step 708 wherein the Fan asks the My Home page owner whether they can see various aspects. The request may be forwarded (or handled) through a message center 710.

The My Friends list can also be used by the My Home Page Administrator to send out a new Invitation 712 to persons on the list. The Invitation might be in the form of: "see my page," or "let's share pages," or "join myteam.com." The Invitations are forwarded (or handled) through the message center 710. The email Invitation can be broadcast from the myteam.com site, with the myteam.com return email address. Alternatively, the email Invitation might be sent directly from the invitor, so the invitee can respond directly via email. The Invitation might be handled in the form of an email Invitation 714, or in the form of a paper Invitation 716. The Invitation (with its associated code number) can be used by the person receiving it to complete registration 718 with myteam.com, and subsequently gain access to the My Home page of the Administrator.

Note that a person can become an Administrator through several means. For a My Home page, the person that created that page through the registration process is its Administrator. Otherwise, at the League level, the League President will generally determine who is going to be the League Administrator (or may also appoint multiple Administrators). When the League Administrator populates the membership of that League, with both volunteers and players, and populates the League structure by creating divisions and the like for the teams, the League Administrator is prompted to create an Administrator for each individual Team. If a Team has no formal relationship with a specific League, known as an "Independent Team", and chooses to become associated (added to) with the myteam.com site, then the person who adds the Independent Team is (by default) the Team's Administrator. Likewise, if a League is created, the person who adds the League and any Teams in it is (by default) both the League Administrator and the Team Administrator for any Teams created in the League. If, however, a Team is added into an existing League, while the person who added the Team is by default the Team Administrator, the League Administrator has superior rights and can over-ride or revoke the rights of the Team Administrator. Ultimately, the myteam.com site has super-administrative powers, and is able to give control to the proper person who should exercise League Administrative powers in any given situation.

Referring again to Figure 7, a My Teams Capsule 720 is shown, which would be found on the My Home page 702. The My Teams Capsule 720 offers the option to click-through on Teams that are listed. In doing so, the user will be taken to the Team Home

page 722 for that particular team. It is intended for the name of a league to be displayed next to a team that is in it, or a league by itself if the participant only has a role in a league. Additionally, the Team Finder option 724 might be used to find a particular Team. The user can also click-through to the My Teams page by clicking on the header of the My Teams capsule 720. The My Teams page displays the teams listed in the My Teams capsule, plus any additional Teams that do not fit on the Capsule and the Teams' respective Leagues.

Referring now to Figure 8, a first version of a My Friends web page listing 800 is shown. This page is the initial page that comes up when a user clicks on "My Communities" in the navigation column (i.e. the left-most column) on the My Home page. This page is viewable only by the owner of the page. The page is capable of displaying multiple tables, all sharing the same column headings. This first My Friends version shows a first table which displays "friends" who are people that the user has invited to be myteam.com Members, or other myteam.com Members with which the user has a relationship. Members of the Team that the user is a Participant in might be excluded. These "friends" are people that can see the user's My Home page, and vice versa. Subsequent tables are described in association with the alternative version of the My Friends web page (Figure 9 below).

In the first column 802, a listing of the names of the persons on the My Friends list is shown. If a name is not underlined or highlighted, i.e. name 804, then a click-through cannot be performed. If the name is underlined or highlighted, i.e. name 806, then permission has been granted by that person to see their My Home page. The user can thereby click-through on the name in order to see that person's My Home page. In column 808, the Member-ID or email of the listed persons are shown. The underlined or highlighted "myteamuserid" can be used to click-through and send a message to that particular myteam.com Member, through the myteam.com messaging system. Column 810 shows the access level for each listed name. If "yes" is shown, then the current Member has granted the person click-through access to their My Home page. Otherwise "n/a" might be shown if the current Member has not granted the person access to their My Home page and/or if the person is not a myteam.com Member. An "invited" status is shown if an Invitation (i.e. a reciprocal Invitation) has been sent to see the listed person's My Home page. Column 812 shows a "select" option which shows a checkmark if a

name is selected. The "deleted selected" tab 814 deletes the selected names from the My Friends list, resulting in their access to the current user's My Home page being terminated. The "cancel" button 816 serves to cancel the selection of any names. A button 818 for "invite a friend" facilitates sending an Invitation to Friends that are not on the list. A link back to My Home 820 is also shown.

Referring now to Figure 9, an alternative My Friends web page listing 900 is shown. In this arrangement, the user is given the option to select between a showing of My Friends or the listing of Teams the user is involved with via the click-through selector 902. A drop-down menu 904 is also shown for selecting which grouping to view. The dropdown values might include: All, Friends, Team1, Team2, and so forth. The listing of My Friends includes click-through names to see that person's My Home page, and click-through Member-ID ("myteamuserid") to send that person a message (as above). The access level is shown in the "See My Home" column. The Invitation column includes the type of Invitation (and indication of status). As before, names can be selected, deleted, or canceled via the corresponding selection boxes and control tabs. This arrangement also includes (optional) team listings for Team 1 (906), and Team 2 (908). These listings include fellow teammates on the particular team (and league) shown. An "invite" hyperlink 910 links to the Invitations page, where additional friends can be invited. A "My Home" hyperlink 912 links back to the My Home page. The "delete selected" button 914 removes the people that were selected from the table. The "Cancel" button 916 returns the user to the page from which they came without taking any action.

Figure 10 shows a first version 1000 of a My Teams web page listing. This is the destination page if a user clicks on the My Teams capsule header. In this first version, a "Find Team" hyperlink 1002 is shown, and a My Home hyperlink 1004 is shown. A table is shown with Teams listed and sorted according to the role of the user in relation to that Team. For instance, Teams on which the user is an Administrator are listed first, and so forth. In column 1006, the Team names are shown, with hyperlinks to various Team Home pages. In column 1008, the League Names are shown, or an indication of "not affiliated" if no such affiliation exists for a Team. It is intended that a League in which a Team on the list resides and the Member is a Participant in will also be listed by itself in its own row. This would facilitate the selection of that League independently of the

Team, as referenced in Column 1012. Column 1010 shows the role that the user has regarding each Team (i.e. Administrator, coach, player, fan, or spectator). Column 1012 provides the ability to select each Team from the My Teams list, and button 1014 facilitates deletion of the selected Teams from the table. Deleting a Team or League from this list will also remove the individual from having an relationship of Invited Guest, Participant or Admin access to that Team or League. The individual will not see a checkbox next to any Team or League listing for which they are the only Administrator.

Figure 11 shows an alternative version 1100 of the My Teams web page listing. Features not found on the previous version include a My Friends hyperlink 1102 which goes to the My Friends page. In column 1104, the sport is listed for each Team. A table is shown with the Teams and Leagues of which the Member is an Administrator for listed first, bolded, in a different color, and sorted alphabetically by team name. Following this are Teams of which the user is a Participant, sorted alphabetically, and so forth. Column 1106 shows the access level of the user in relation to each team listed. Each of these is hyperlinked 1108 to the Access Request page, except for Administrator. A Cancel button takes no action on any selected Teams, and returns the user to the page from which they originally came.

Referring now to Figure 12, a flowchart 1200 is shown of representative elements associated with the Team Communities site flow map. A user enters the mini-site from the Team Home page 1202. A Team Communities hyperlink 1204 is accessible from the navigation bar area on the Team Home page. The Team Communities hyperlink brings up the Team Roster 1206. From the Team Roster 1206, a Team Fans page 1208, or a Team Spectators (also "Team Visitors") page 1210, can be accessed. From each of these lists (1206, 1208, and 1210), invitations can be sent out to the persons on the lists. Such invitations may be facilitated by a message center 1214, or the invitations may be broadcast in bulk from the myteam.com website. Either email invitations 1216 or paper invitations 1218 can be sent out (which will include an Invitation-Number, as before). The recipient can thereafter use the Invitation-Number to complete the registration process 1220. On various pages with user listings, hyperlinks will provide the ability for the Admin 1224 to Change User Access 1226 for that user (See Figure 24).

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A Team Finder hyperlink 1230 can also be invoked from the Team Home page 1202. If such a Team Finder is used to find a team or league, additional buttons can be provided to facilitate requests for status changes in relation to that team or league. The Team Finder allows the user to browse through a listing of Leagues, sorted by
5 geographical location (country, state), sport, and alphabetically. Upon selecting a league, a list of the teams in that league are displayed.

The Team Spectators ("Team Visitors") page shows people who are not Invited Guests, but have requested to be granted Invited Guest status. The Administrator would thereafter go through the list and select which ones to approve and then invoke the grant
10 access function which would also result in an invitation being generated for those who are not yet members of myteam.com. A change of access operation is provided on the Team Fan and Team Roster pages for each individual listed who does not have administrator status. This enables access levels of Participant and Owner (Administrator) to be granted to those who already have at least Invited Guest access. Likewise, an individual's access
15 level can be set to a lower value than they currently have, such as an Owner can setting a Participant's access to Fan due to undesirable conduct on the Community site.

Referring now to Figure 13, a representative version of the Team Roster web page 1300 is shown. This is the initial page when the user clicks on "Team Communities" in the navigation column of the Team Home page. This version of the Team Roster page is
20 viewable only by the Team Administrator and focuses on the functionality of enabling the Administrator to communicate with the listed persons, and to invite the persons to become myteam.com Members. To be able to delete and add members to the roster, the user must click on the "Edit Roster" hyperlink 1302, to thereafter go to the Team Members - Team Administrator View (Unaffiliated) which is further described in League
25 Tools (See Figures 26-45 below). The shown view is one of many possible views for a Team Roster, including for instance the League Administrator view, and the Team Administrator view for Unaffiliated. Two tables 1304 and 1306 are shown having Team Volunteers (coach, administrator, field crew, etc) followed by Team Players. Both tables share similar columns.

30 As an alternative version, rather than having separate tables for players, volunteers, and the like, a field (not shown here) could be included which would indicate

the role of the listed person. Hence all persons will be included in one long listing, with the role indicated for each such person. Such roles might include: coach, administrator, team parent, field crew, player, and the like. As one example, the listings might be sorted according to such roles.

5 The Team Roster columns include a name column 1308, with each name having a hyperlink to that particular person's information page. An access level column 1310 includes a hyperlink to the Change access page. Values for the access level might include: coach, administrator, team-member, and so forth. Column 1312 shows the phone number for each listed person. Column 1314 shows the myteamuserid or email for
10 each person on the Roster. The myteamuserid's are hyperlinked to the myteam.com message center, whereas the email addresses are not hyperlinked. "N/A" might also be shown if the person is not affiliated with myteam.com, or does not have an available email address. Additional hyperlinks and buttons are also shown for the Team Roster page. A Team Profile hyperlink 1316 provides a direct link to the Team Profile page. A
15 Team Fans hyperlink 1318 provides a direct link to the Team Fans page. A Team Visitors hyperlink 1320 provides a direct link to the Team Visitors page.

Figure 14 shows another Team Roster web page listing 1400, but in this instance for a Team-Member view. This page is similar to that shown in Figure 13, except that it does not include the access level column from the previous page.

20 Figure 15 shows a first representation 1500 of the Team Fans web page listing. This page lists the myteam.com members who have been granted Fan access by the Team Administrator. An "invite..." hyperlink 1502 is shown tied to the myteam.com Communities invitation pages. A table is shown listing the Fans of this particular Team. A column 1504 includes the name of each Fan. Column 1506 shows the myteamuserid
25 for each Fan. Each Fan can be selected via column 1508. The Delete Selected button 1510 can be used to delete the selected Fans from the table and from having Fan-level access to the Team pages. The Cancel button 1512 takes no action and returns the user to the page from which they came.

30 Figure 16 shows an alternative representation 1600 of the Team Fans web page listing. This version additionally includes a View dropdown menu 1602, with the initial view being "all." Dropdown menu values might include: All, fan, league administrator,

league volunteers, and league players. Depending upon the value chosen, the various Fans displayed in the table will have that particular access level. This version also includes an additional column 1604 which shows the access level for each listed Team Fan. Access level values might include: fan, league administrator, league volunteer, and
5 league player. Each of these values is hyperlinked to the Change Access page.

Referring now to Figure 17, a representation 1700 of the Team Spectators ("Team Visitors") web page listing is shown. Team Spectators are generally people who have requested, but have not yet been granted Team Fan ("Invited Guest") status. The most common means by which people will appear on the Team Spectators web page is by
10 finding the Team page through the Team/League Finder and clicking on a "Request Invitation" button. A "view" dropdown menu 1702 is shown, with an initial value of "all." The dropdown values would include: all, visited, invited, and members. A table is shown which lists the Team Spectators according to the dropdown menu value selected, and the corresponding status of each Team Spectator. A first column 1704 shows the
15 name of each Team Spectator. Column 1706 shows the email addresses. Column 1708 shows the status of each Team Spectator, with the table listings sorted by status in the order of: Visited, Invited by Team, Invited, and Member. Column 1710 provides for selection of the Team Spectators.

A checkbox 1712 is included to "Auto invite all Spectators that are site Visitors to
20 join myteam.com." If this box is enabled, the system will automatically send an invitation to all the site Visitors that "sign-in" to the Team Home page to join myteam.com. This invitation does not invite the Spectator to have Fan status, since this is a trusted relationship that should only be extended to people that the Team Administrator knows. Another checkbox 1714 is included to "Auto approve all members
25 and visitors invited to Fan status by team members." Since the trusted relationship exists, then auto approval can be performed. The checkboxes are generally visible in all Views except "all."

Other hyperlinks and buttons are included. For instance, a team roster hyperlink 1716 provides a link to the Team Roster page. A Team Fans hyperlink 1718 provides a
30 link to the Team Fans page. A "Grant Fan Access to Selected" button 1720 will only be made visible when the View dropdown value is "members." This feature changes access

to Fan status for those selected people. An "invite selected" button 1722 is only visible when the View dropdown value is "visited," and if the checkbox to "Auto invite all spectators..." is not enabled. This feature sends an invitation to become myteam.com members to the selected people. A "Cancel" button 1724 is only visible when either of
5 the above buttons (1720, 1722) are visible. Clicking on this button takes no action and returns the user to the page from which they came.

Referring now to Figure 18, a representation 1800 of a League Members web page listing is shown. A league administrator will generally see a list of all League Members, and then they can be assigned to teams, and the like. The League Member list
10 includes, but is not limited to, anybody that has signed the registration form, paid the registration fee, and has had their data entered by a league data processor. This page allows a League Administrator to go through and selectively invite any of the League Members to become myteam.com members. Batch invitations might also be sent out automatically to all Team or League members upon their being added, or be sent based
15 upon such things as the person's title, and so forth.

A parent navigation bar 1802 is shown with example Guest click-through links, and example Member click-through links. A table is shown with League Members listed, and sorted with League Administrators at the top, and Players at the bottom. Column 1804 includes the League Member name. Column 1806 includes the League Title for
20 each League Member, including for instance: League Administrator, President, Administrator, Treasurer, Assistant President, Head Umpire, and Player. Column 1808 include the myteam.com ID or email address for each League Member. Column 1810 allows selection of members. A View dropdown menu 1812 can be used to selectively limit the persons listed in the table. Dropdown values might include: all, Officers,
25 Volunteers, or Players. An Invited Selected button 1814 allows invitations to be sent to the selected League Members. The Cancel button 1816 takes no action, and returns the user to the page from which they came. A League Fans hyperlink 1818 provides a link to the League Fans page. A League Visitors hyperlink 1820 provides a link to the League Visitors page.

Referring now to Figure 19, a first representative version 1900 of a League Fans web page is shown. This page displays all the myteam.com Members who have been

granted Fan access to the League Home page. This page is similar to the Team Fans page, however, this page is viewable only by League Administrators. No League Participants can see this page, as there is more concern for security at this level.

5 A table is shown of the League Fans, sorted alphabetically by Name (last and/or first). Column 1902 shows the listed names of the League Fans. A hyperlink is associated with each name to the Change Access page to enable the individual's access level to be changed. If an individual's access is change to Participant, their name will then appear in League Members and will disappear from League Fans. Column 1904 shows the myteamuserid for each listed name. A hyperlink is associated with each
10 myteamuserid which facilitates sending a message to that person. Column 1906 shows select/deselect checkboxes for each listed name. The Delete Selected Button 1908 will remove the selected individuals removed from the table. The Cancel button 1910 takes no action and returns the user to the page from which they came. The "invite..." hyperlink 1912 links to an invitations page, as populated by My Communities invitations.

15 Referring now to Figure 20, an alternative version 2000 of the League Fans web page is shown. This page is similar to the one shown in Figure 19. A parent navigation bar 2002 is shown across the top, and includes Guest and Member hyperlinks. Also in this version, a View dropdown menu 2004 allows the selection of only individuals with a specific access level to be viewed. Access levels might include: fan, league
20 administrator, league volunteer, or league player.

Referring now to Figure 21, an example representation 2100 is shown of League Spectators web page listing. League Spectators are generally people who have not been granted any special access, but have requested it. If a League Administrator has sent out an invitation to a Spectator, then this page would provide the status of the invited who
25 have not yet accepted such invitations.

This page lists all of the site Visitors and myteam.com Members who have found this League page using the Team/League finder, and have clicked on a "Request Invitation" button that appears on the League home page in that context. A View dropdown menu 2102 is shown with an initial value of "all." Example dropdown values
30 would include: all, visited, invited, or member. A table of League Spectators is shown, and the list includes names sorted according to their status, and limited by the dropdown

000740" 6254560

menu choice. Column 2104 shows the list of League Spectator names. Column 2106 shows the email address for each listed Spectator, with a hyperlink associated with the name for send the Spectator a message through the Message Center. Column 2108 shows the status of the listed Spectator, including status value including: visited, invited, or member. Members have a hyperlink through the status display enabling the League Administrator to click-through to the Change Access Level page for the selected individual and change their access level to a Participant or Owner (Administrator). Column 2110 provides a checkbox for selecting various Spectators. A checkbox 2112 is provided to "Auto invite all league spectators who are not myteam.com members to join myteam.com." The Invite Selected button 2114 is only visible when the View dropdown value is "visited" and if the "Auto invite..." checkbox is not enabled. This button sends an invitation to the selected person to become myteam.com members, but does not grant them Invited Guest access. A "Grant Fan access to Selected" button (not shown) is visible only when the View dropdown value is "member." This button changes the access to Fan status for those selected people. Once granted Fan status, the selected individuals will appear on the League Fans webpage and will no longer appear on the League Spectators webpage. The Cancel button 2116 is visible only when either the "Grant Fan..." or "Invited Selected" button are visible. This button takes no action, and returns the user to the page from which that came. The League Members hyperlink 2118, and the League Fans hyperlink 2220 each link to those respective web pages.

Figure 22 shows a first representative version 2200 of a New Invitations web page as would be accessed from an individual's My Home page. A first table on the page allows invitations to be sent for joining myteam.com. A second table allows a Member to invite friends and family whom are already Members to visit the home page of themselves, their team, or their league (i.e. My Home, Team Home, and League Home pages) on myteam.com. The invited persons will be added to the respective Visitor's Community list on the personal, team, or league pages. When the invitees have joined myteam.com their name will be added to the respective Community page. For each name in the "Join myteam.com" table, a first pulldown menu 2202 allows the invitor to chose what the invitee is allowed to see. Example pulldown values for My Communities include: My Home, My Home & Team1 Home, My Home & Team2 Home, and so forth. A second pulldown menu 2204 allows the relationship between the invitor and the invitee

to be specified. Example pulldown values for My Communities include: Friend, Parent, Relative, and Family Friend. Example pulldown values for Team Communities include: Team-member, Friend, Parent, Relative, or Family Friend. This provides the Administrator with a quick reference as to the trustworthiness of this extended invitation, as the Administrator will be required to approve the various invitations. A "Send Now" button 2206 submits the entered persons and returns the user to the page from which they came, with new persons added to the table listing on that page. The "Send and Add More" button 2208 submits the entered persons and returns the user to the invitations page to add more persons. The "Cancel" button 2210 takes no action and returns the user to the page from which they came.

Figure 23 shows an alternative representation 2300 of the New Invitations web page listing. This is a simplified version of the page shown previously, in that only a single table is used, and no pulldown menus are provided. Instead, the invitor enters the name and email address of the person to be invited to join the myteam.com website. The invitations are thereafter sent out via buttons similar to those described above and include Invited Guest access to the My Home, Team Home or League Home page from which this page was accessed.

Referring now to Figure 24, a first version 2400 of a Change User Access page is shown. This page is typically used by an Administrator to facilitate an access change for a particular user. This page, or another page, such as the edit version of information for an individual, would be accessed by first selecting the name of the individual. The type of page (i.e. team page or league page) is displayed in area 2402. The "Access to:" information is displayed in area 2404. The "For" information 2406 shows the myteam.com member name and myteamuserid. The "Change from" information 2408 indicates the current access level of the user. The "To new access level of" information 2410 includes a dropdown menu of access level values that can be assigned. Such values might include: Team Administrator, Team Participant, Team Fan, and so forth. The "submit" button 2412 invokes the change request. The "Cancel" button 2414 takes no action, and returns the user to the page from which they originated.

Figure 25 shows a representative version 2500 of a Request for a Change of Access page. This page would typically be used by an individual wishing to change their

access capabilities (i.e. to a higher level) for certain pages. The request would then be sent to the appropriate Administrator for approval and granting of any new access. The "Access to:" information 2502 indicates what page(s) are being accessed. The "Change From" information 2504 indicates the current access level of this particular user. The "To New" access level includes a dropdown menu 2506 for specifying what access is desired (i.e. Team Administrator, League Administrator, or Team-member). A "submit" button 2508 again sends the change request information for processing, and the "Cancel" button 2510 again takes no action, and returns the user to the page from which the user originated.

10

SECTION 2 -- LEAGUE TOOLS

The league tools interface provides the user access to detailed information about a league, its structure, and its members. The information to be managed is arranged in a representative hierarchy as described below.

15 The first branch of the hierarchy manages the individuals associated with the league. These individuals are categorized into groups based upon their role in the league. The interface provides access to four groups: Officers, Volunteers, Players, and Contacts. The other branch of data managed for a league is related to the organization within the league. For the purposes of this interface, a league is organized into divisions. Each
20 division, in turn, has a number of teams. The conceptual hierarchy could be overlapped, with the first branch to partitioning down to each team's roster, and the contacts within that roster.

Referring now to Figure 26, three sidebar items 2600 are shown which provide access to this information. The League Profile item provides access to league contact
25 information, league division information, and the list of league officers. The League Teams item provides access to the teams in the league and their rosters and contacts. The League Members item provides access to the players and volunteers in the league. As shown in the block diagram, the hierarchy branches from the League 2602 down to Divisions 2604 and Members 2606. The Members include Officers 2608, Volunteers
30 2610, Players 2612, and Contacts 2614. The Divisions block 2604 branches to include

Teams 2616, Roster (subset of Members) 2618, and Contacts (subset of Members) 2620. The League Profile sidebar item is associated with the League 2602, Officers 2608, and Divisions 2604 blocks (as indicated by the single asterisk). The League Teams sidebar item is associated with the Contacts 2614, Teams 2616, Roster 2618, and Contacts 2620 blocks (as indicated by the double asterisk). The League Member sidebar items are associated with the Volunteers 2610 and Members 2612 blocks (as indicated by the triple asterisk).

Note that the Divisions aspect might also be incorporated differently, as needed to support certain league/association configurations. For instance, in Pop Warner, AAU, tournament play, and the like, teams that play one another do not necessarily all reside within the same league. As such, the underlying database structure would allow for less rigid associations of a team with a particular division, or league.

The League profile sidebar item provides access to data that tends to be set up once at the beginning of a season. This is generally the "high-level" information about the league. This high-level information includes General League Data, League Officers, and League Divisions. General League Data includes such items as league name, location (state, zip), primary contact person, and national affiliation (if any). League Officers usually consist of a President, Treasurer, Secretary, etc. League Divisions are used to manage sets of similar teams (i.e. age, sport) that play one another and compete in standings. Figure 27 identifies eight possible screens (or pages) that might be used to comprise this section. The Overview page 2700 provides contact and officer information. Page 2702 provides for editing league information. Officers (i.e. single or multiple) can be added to the League via 2704. The Officers can alternatively be assigned from a list of existing League volunteers via 2706. A list of Divisions is available for viewing via 2708, and the divisions can be edited, or new divisions can be added, via 2710. The blocks with dotted lines represent jumps into other sections of the web site, so they are generally not considered to be part of this current area (or hierarchy). Volunteer Details 2712 is associated with the League Members area, and Team Info & Roster 2714 is associated with the League Teams area, both described above. Block 2716 provides the ability to list teams with a division selector. Block 2718 provides the ability add new teams (one at a time). Several pages also have shared implementations. Add Officers

2704 shares an implementation with Add Players and Add Volunteers. Assign Officers
2706 shares an implementation with Assign Players and Assign Volunteers.

Referring now to Figure 28, certain representative elements are shown comprising
a League Profile Overview web page (or screen shot) 2800. This screen provides read
5 access to two sets of information: basic league contact information, and the list of league
officers. This screen also provides links or actions to access the divisional hierarchy, edit
all general league data, and manage the list of league officers. The name of the officer is
provided in column 2802, with the officers listed in alphabetical order by last name. The
10 email address of each officer is provided in column 2804. Both the name and email
addresses can have hyperlinks for messages to be sent to that person, and/or information
retrieved about that person. Column 2808 shows a checkbox to remove an officer.

This page is available to all visitors, but is editable only by league administrators.
There are two types of data groups available on this page: League Info and League
Officers. The types of viewers of the page include: Anonymous Visitor (AV), Invited
15 Guest (IG), Participant (P), and Administrator (A). The information can be available for
read, write, or none access based upon the type of user. In this instance, the
Administrator can write League Info and League officer data. Participants can read both
types of data. AV and IG can only read League Info. Data to which the user does not
have read rights should not be displayed to that user. Therefore, the page is dynamic. If
20 there is no access to League Info., then that data is not displayed. If there is no access to
League Officers, then that table is not displayed.

Access to the actions (i.e. hyperlinks shown as edit league info, add officers,
assign officers, and remove checked) as shown in box 2810, are generally available to
users with write access. All visitors to a page see the contact information. The only
25 difference between read-users and write-users is that write-users can see the "Remove"
checkbox in column 2808. League address and contact information is displayed in 2812,
along with a league logo 2814 (if available). This information is accessed directly from a
league's record in the website's league database.

Referring now to Figure 29, certain representative elements are shown which
30 comprise a web page 2900 for editing the League Profile. A similar page is used to add a
league to the website. This page generally permits the user to edit the data associated with

and subsequent deletions. A "Cancel" button on the dialog will return the user to the page with the changes intact on the page but not submitted to the server for implementation.

Referring now to Figure 33, a block diagram 3300 is shown of the sidebar item League Teams which provides access to team information at the league level. This includes Lists of Teams, and Lists of Rosters. The Lists of Teams can be filtered by available division. The Lists of Rosters allows the user to add, delete, and modify the players and volunteers associated with each team. Figure 33 shows six potential pages (or screens) that might comprise this sidebar item. The entry point is the Teams screen 3302, which provides a list of the teams with a division selector. The Add Team screen 3304 allows teams to be added, one at a time. The Team Info & Roster page 3306 provides roster lists and basic information. From this screen the user can Edit Team Info 3308, Add Players or Volunteers 3310, or Assign Players or Volunteers 3312 from the list of League Members. The dotted boxes for Invitations 3314 (Printed Invitations 3316), Player/Volunteer details 3318 and Player Contacts 3320 represent jumps into other sections of the myteam.com web site (and are not part of this sidebar section). Two of the screens also have a shared implementation. Add Officers (not shown) shares an implementation with Add Players and Add Volunteers. Assign Officers (not shown) shares an implementation with Assign Players and Assign Volunteers.

Figure 34 shows certain representative elements that comprise the League Teams Main Page 3400. This page lists the teams in a league, as filtered by division. Regardless of how this page is reached, the League Teams sidebar item should become selected when this page is displayed. This would be the default situation if the user selected "League Teams" from the sidebar. However, the sidebar should become selected even if this page is reached by clicking on a division from the "League Profile" section.

The League Teams page shows the team name in column 3402. Clicking on the Team name will do one of two things. If the user is a League Administrator, they will then see the Team's Roster. If the user does not have League Administrator access, they will then see the Team's home page. The Team contact is shown in column 3404. A remove checkbox for each team is shown in column 3406. A pulldown menu 3410 is provided for selecting a specific division and permits the user to select which list of teams is to be displayed in the main table of the page. The list of divisions from which to

choose from is the list of all divisions associated with the league. The list is displayed in the order of their listing in the Edit Divisions page, Figure 32. The default division may be specified by the caller of the page (via a URL parameter). This provides the ability for a user to click on a division from the League Divisions page to arrive at the current page.

- 5 If not default division is specified, then the first division listed is selected. Actions can be accessed via links 3408. "Add team" goes to an edit Team Info page for the purpose of adding a Team into the currently selected division. All columns (except Remove) are visible to readers. The remove column is shown only to editors (i.e. users with write access). The actions 3408 are available only to those with write access to the page.

- 10 Referring now to Figure 35, certain representative elements are shown comprising a web page 3500 that allows a team to be edited. The page allows for editing of basic team information, for the purposes of adding a new team, or editing an existing team. This page can be accessed from the Add Team selection on the League Teams page; from the Edit Team Info action on the Team Roster and Info page; or from the Add a Team
- 15 action in the Team Finder. The page receives state information (preferably on the URL) indicating: what team is being edited; or if a new team is being created, and the division in which to create the team. The title can be changed to reflect how the user arrived at the page. The page is accessible only to coaches, designated team administrators, or league administrators. The access level is checked against the entity (team or league)
- 20 through which the user entered the page. Column 3502 shows the entry fields for the team information. The contact information is entered in fields 3504. Actions 3506 are available only to page editors.

- A "choose a contact" link (not shown) can be provided to permit the user to select an existing league volunteer to use as the primary team contact. The team contact has, by
- 25 default, administrative access to the Team pages. The interface uses the "Assign Volunteers" page to select a contact for use. If this operation is performed at the "team" level, then the list of available volunteers would be the team's volunteers. If this operation is performed at the "league" level, then the list of available volunteers would be all league volunteers. The result of the selection creates an association between the
- 30 individual and the team and copies the selected contact's name and email information into the team's "primary contact" information fields. If the name and email for a team contact

are manually entered, the individual is added to the team as a volunteer with administrative access and they are also added to the league membership as a volunteer.

Figure 36 shows certain representative elements comprising a web page 3600 for displaying the roster (i.e. players and volunteers) of a team. This page is accessed from various places in the user interface: the League sidebar (i.e. League Teams, after clicking on a team); the Team sidebar (Team Roster); and from clicking on the Team Info capsule from the Team Home page. The page title is dynamic based upon how the user arrived on the page. The roster table includes the name, phone, email, and role of each listed individual. The roster table is actually the sum of records from two queries. The volunteers are retrieved from the contact table by asking for all roles associated with the team. Each role association includes an association type (enumerated) and a title (role) that is either entered as freeform text or is automatically entered based on the context of how the individual was added to the team. Display of the role column on the screen uses the title if available, and the association type if not. The players are listed in the player table and are extracted for the team. In either case, the name, phone, and email are taken from the related individual record for each person. An "unassign" checkbox is also provided for each person. General team and contact information is shown as 3604. User actions are shown as 3606.

The page generally contains two data groups: Team Info and Team Roster. Access to Team Info data is "read" for AV, IG, and P type users, and access to Team Roster data is "none" for AV and IG type users, and "read" for P users. Administrators have full write access for both types of data. Access to actions is based upon both the data group and the access level of the user. The column data is also varied depending upon the user access level. The name column is visible to anyone with read access, but has an underlined link only if the user has write access to the page. The "unassign" column appears only to individuals with edit access to the Roster information. When a player or volunteer is selected in the "Unassign" column and the "Unassign checked" action link is selected, the individual is "unassigned" off the team roster and their security access to the team is removed in their individual record. They remain in the list of League Members and retain any security access to the League.

volunteer is being added to a team), a role association is created to both the team and the league. This type of association with the league matches the type of the association with the team (player or volunteer).

For any individual being added with a valid Member-ID, the submit operation has security implications. From this screen, new individuals with valid Member-IDs are always added as Participants to the target entity. In addition, if an individual is being added to a Team, then a Participant-level League relationship is also automatically created. For example, if a volunteer is being added to a team, and a valid Member-ID is provided for that new volunteer, then the new individual should be given Participant-level access to the team and to the League. For individuals being added without a valid Member-ID, a Shell Account is created for each Individual and which contains the Participant-level relationships, but in an in-active state until an Invitation to the League (or Team) is accepted and the Shell Account is turned into a Member Account.

It is intended for there to also be a similar add page, which performs the same as 3900 but which only provides for one individual to be added at a time. Such page would allow input of additional fields of information related to the individual and would provide an action link that would submit the current individual and clear the page for the entry of the next individual. If a player is being added, this page would also display fields to add 2 parents/guardians as contacts.

Referring now to Figure 40, certain representative elements are shown of a web page 4000 for assigning players or volunteers to teams, or to permit the designation of officers in the league. In this instance, the "Player" view of league members on this page has been selected from link 4002. A list of players 4004 are shown, which can be selected (via the checkboxes) and assigned to the team indicated above. The players listed are those whose birthdate qualifies them to play on teams in the Division selected in the dropdown menu 4008 and who are not currently assigned to a team. The selection choice in the dropdown menu of "All" will show all players in the league who are not currently assigned to a team. This "All" view enables the age restriction to be "overridden" and players assigned to a team that would not otherwise qualify due to the age restrictions for the division the team is in. The user actions are shown as 4006. A help box 4010 provides instructional text on using the page.

Figure 41 shows certain representative elements of a web page 4100 for assigning volunteers to a team (as similar to Figure 40). In this instance, the list of volunteers 4102 can also assigned as an administrator via the checkboxes 4104. The possible user actions 4106 include assigning the checked individuals to their new roles.

5 Figure 42 again shows a similar set of representative elements comprising a web page 4200 for assigning officers to a league. In this instance, the list of league volunteers are those whom have not already been assigned as league officer or administrator. They can also be selected to be an administrator for the league via the checkboxes 4204. If only a name is checked, and not the "assign" checkbox, then the volunteer will be
10 assigned as an officer accordingly, without being made an administrator.

 The pages represented in Figures 40-42 are available only to league administrators when the page is accessed as part of a league entity. The pages are available only to team administrators when the page is accessed as part of a team entity. There are no changes to the inner workings of the page based upon access level.
15 However, the title and "section switch" control (i.e. link 4002) do change based upon whether the page is being used to assign players, volunteers, or officers. Also, the "assign as admin." column is displayed only in Volunteer or Officer mode. Since these pages can be invoked from a number of contexts, the behavior of the controls will change based upon the context.

20 These pages utilize the standard style-sheet for modal selection from a list. As a result, controls for paging through the list of qualifying individuals (such as previous/next or alphabetical selection) may show up if more than a predetermined number of names are available for display. The Division control appears in the "Assign Player" context. This control contains a list of all divisions in the league, with the last selection being
25 "All." The default selection is the division in which the team resides that is currently having players or volunteers assigned to it. If there is only one division (or none from the user's point of view), then this control is not displayed. If the division selection is changed, then the page is refreshed to reflect the newly selected division and the individuals who qualify them to participate on team in that division. Various explanatory
30 text can be displayed (in context) to help the user through the process.

Assigning a member means that a role association and a security relationship is created between the individual and the team or league. The role association and security relationship is stored with the Member Account if the individual has a valid Member-ID and is stored with the Shell Account if the individual is not yet a Member. Unless the "assign as admin" checkbox is selected, the security relationship created is always at Participant-level access. If the "assign as admin" checkbox is selected, then the security relationship is admin-level access. If a player is assigned to a team, and that player has contacts listed, then the contact users should also be added with participant level security access to the team.

Referring now to Figure 43, certain representative elements are shown comprising a web page 4300 for displaying a league member's detailed information in the "read" mode. If the user has edit access to the individual's record, then an edit button is displayed on the page. The page can be accessed from: the league profile screen (by clicking on an officer); the league member's screen (by clicking on a player or volunteer); the team roster (by clicking on a player or volunteer); or another individual's detail screen (by clicking on a contact). No cancel functionality is provided from this screen. It is intended for there to be a "back" button that would return the user to the previous screen. This page represents the "deepest" level of the pages through which a user can progress (in this example hierarchy).

The player information 4302 is shown with various fields, including name, address, email, gender, birthdate, and comments (i.e. allergic reactions). The player contact list 4304 displays parents and emergency contacts and includes the name, phone number, email, and relation to the player of each listed individual. A remove checkbox is provided with each contact name. The user actions 4306 allow for further manipulation of the displayed Player information (including edit, add contact, assign contacts, or removed checked). Clicking on a contact's name 4308 will display an edit page for the information for the contact individual.

Figure 44 shows certain representative elements of a web page 4400 for displaying (or changing) Officer information. The Officer information fields are displayed in 4402. It is not intended for there to be an officer contact list 4404 as this is

only provided for players, not league officers and volunteers. The user actions 4406 allow for further manipulation of the displayed data (same as above).

Figure 45 shows certain representative elements of a web page 4500, which permits editing of an existing individual in the league and/or team. A similar page provides the means to add an individual to the league and/or team. The page is accessed from the individual's "read" view. If the user has write access to the individual's record, then an edit link on the page brings the user to this page. The editing layout includes the vital statistics 4502 for the individual. In general, the birthdate will not be shown for volunteers or officers. Certain required fields would include first name and last name. The birthdate would be required for players, and a phone number would be required for contacts. Communications information is shown in 4504, which includes the person's myteam-id. The individual's role (including title/job, and access level) are shown in 4506. The access level might include a dropdown menu of valid choices for this individual. The address is shown in 4508 with standard fields. The context of the access level setting is intended to be labeled to be either team or league as the individual's access may be different to a team as it is to the league the team is in.

When the myteam-id (Member-ID) is set or changed on a player or volunteer, then a security relationship is created between the named Member-ID and the entities (Teams and Leagues) to which the individual is connected. If a Member-ID is being replaced, then the individual's security relationships are transferred to the Member Account for the Member-ID. For volunteers or officers, the access level set for the named Member-ID matches the access level control on the screen (by default all volunteers and officers are given Participant level access). For players, the access level is always set to Participant automatically.

When using this screen to add a contact to a player, the role association is set between the two individuals as appropriate (either Contact or Parent). Once the role association is set, if the contact is a parent, they are given Participant access to the Team and its League that the Player is a Participant in. If the contact is not a parent, they are given Fan access to the Team and its League that the Player is a Participant in. When an individual's security relationships are set up with a team or a league, the security

be any of: video displays, track balls, mice, keyboards, microphones, touch-sensitive displays, transducer card readers, magnetic or paper tape readers, tablets, styluses, voice or handwriting recognizers, biometrics readers, or other computers. CPU 4622 optionally may be coupled to another computer or telecommunications network using network interface 4640. With such a network interface, it is contemplated that the CPU might receive information from the network, or might output information to the network in the course of performing the above-described method steps. Furthermore, method embodiments of the present invention may execute solely upon CPU 4622 or may execute over a network such as the Internet in conjunction with a remote CPU that shares a portion of the processing.

In addition, embodiments of the present invention further relate to computer storage products with a computer-readable medium that have computer code thereon for performing various computer-implemented operations. The media and computer code may be those specially designed and constructed for the purposes of the present invention, or they may be of the kind well known and available to those having skill in the computer software arts. Examples of computer-readable media include, but are not limited to: magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROMs and holographic devices; magneto-optical media such as floptical disks; and hardware devices that are specially configured to store and execute program code, such as application-specific integrated circuits (ASICs), programmable logic devices (PLDs) and ROM and RAM devices. Examples of computer code include machine code, such as produced by a compiler, and files containing higher level code that are executed by a computer using an interpreter.

Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. Therefore, the described embodiments should be taken as illustrative and not restrictive, and the invention should not be limited to the details given herein but should be defined by the following claims and their full scope of equivalents.

069030

5 providing at least a first information area having information that is personal to a member user;

facilitating invitations from the member user to a non-member user, the non-
10 member user thereafter choosing to become a new member;

allowing access to certain of the information areas based upon the access level of
15 the member user.

20

4. The method of Claim 1, wherein the step of facilitating invitations
25 includes using a messaging center.

5. The method of Claim 1, wherein the access level is assigned an identifier for reference in determining whether a user can access certain information.

5 6. The method of Claim 5, wherein the identifier includes an identification code.

7. The method of Claim 1, wherein the determining step includes a central administrator accepting or rejecting the membership of any new member.

10 8. The method of Claim 1, wherein the facilitating invitations step includes a central administrator accepting or rejecting the invitation to any new member.

15 9. The method of Claim 2, wherein the first community information area includes a home page of a member user.

10. The method of Claim 9, wherein the at least one other community information area includes a group information area of groups to which the member user belongs.

20 11. The method of Claim 10, wherein the at least one other community information area further includes an organizational information area having organizations to which the groups belong.

17. The method of Claim 16, wherein the access identifier includes an identifier code.

18. The method of Claim 12, wherein the registering step includes existing members sending out an invitation to non-registered members.

19. The method of Claim 18, wherein the registering step further includes a central administrator that might accept or reject the invitation to the non-registered member.

20. The method of Claim 12, wherein the personal information area for each member includes a home page.

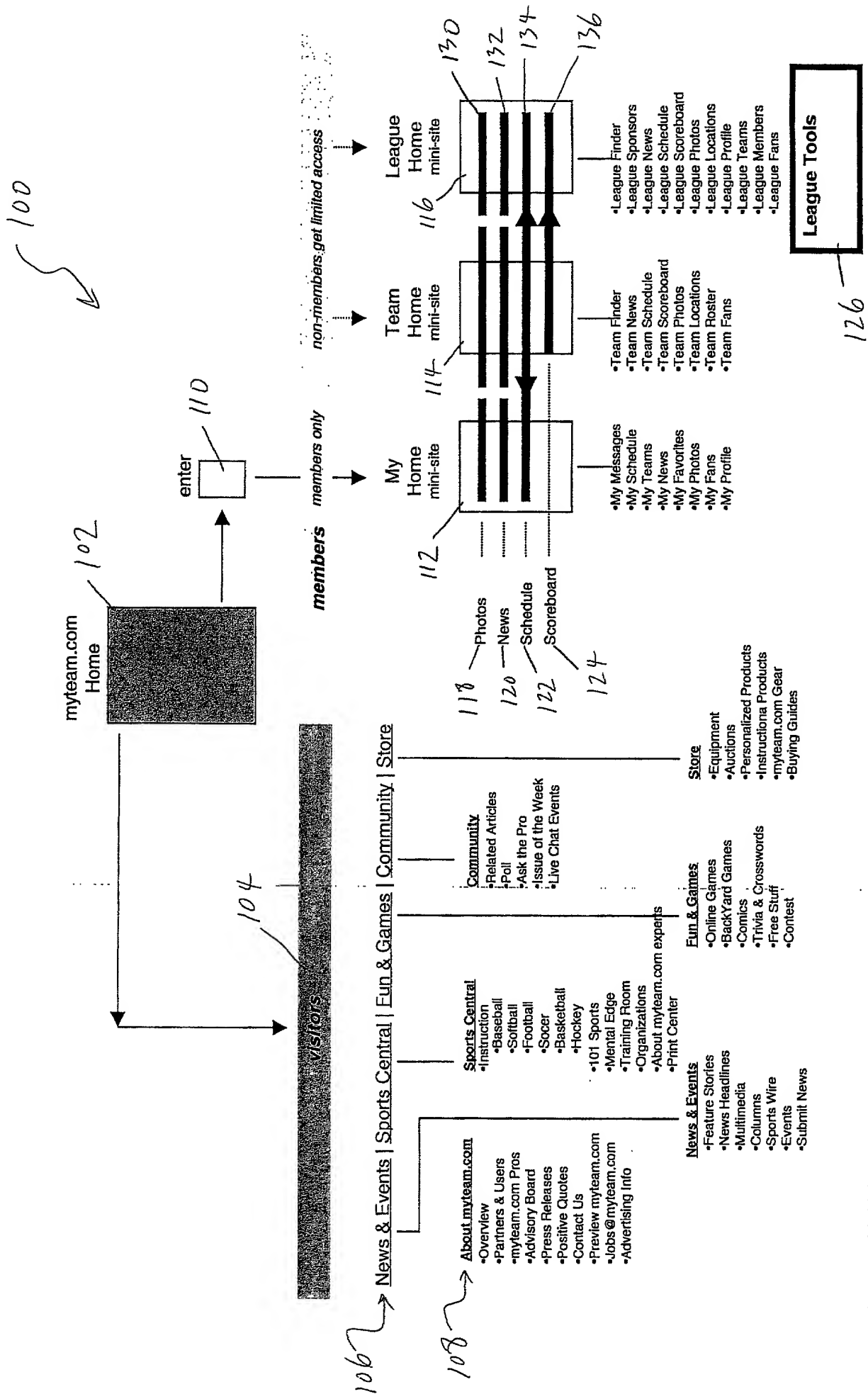
21. The method of Claim 20, wherein the at least one other community information area includes group information pertaining to those groups to which the member belongs.

22. The method of Claim 21, wherein the at least one other community information area further includes organizational information pertaining to those organizations to which the groups belong.

23. A method of structuring and populating a website having a registration database of registered members and at least two layers of inter-related community information areas, the method comprising:

providing a first level of access to a first layer of community information;

myteam.com Site Map



Access Level Chart

	Non-Members	Members		
	Anonymous Visitor	Invited Guest (Fan/Friend)	Participant	Administrator
My Home	no access 202	X 204	(NO -- unless verified family member such as Parent or Guardian) 206	X (That individual that owns it) 208
Team Home	X (limited) 210	X (can see more) 212	X (Still more)* 214	X (See and edit all) 216
League Home	X (limited) 218	X (can see more) 220	X (still more) 222	X (See and edit all) 224

* Can be expanded to include Fan Lists, and so forth

Figure 2

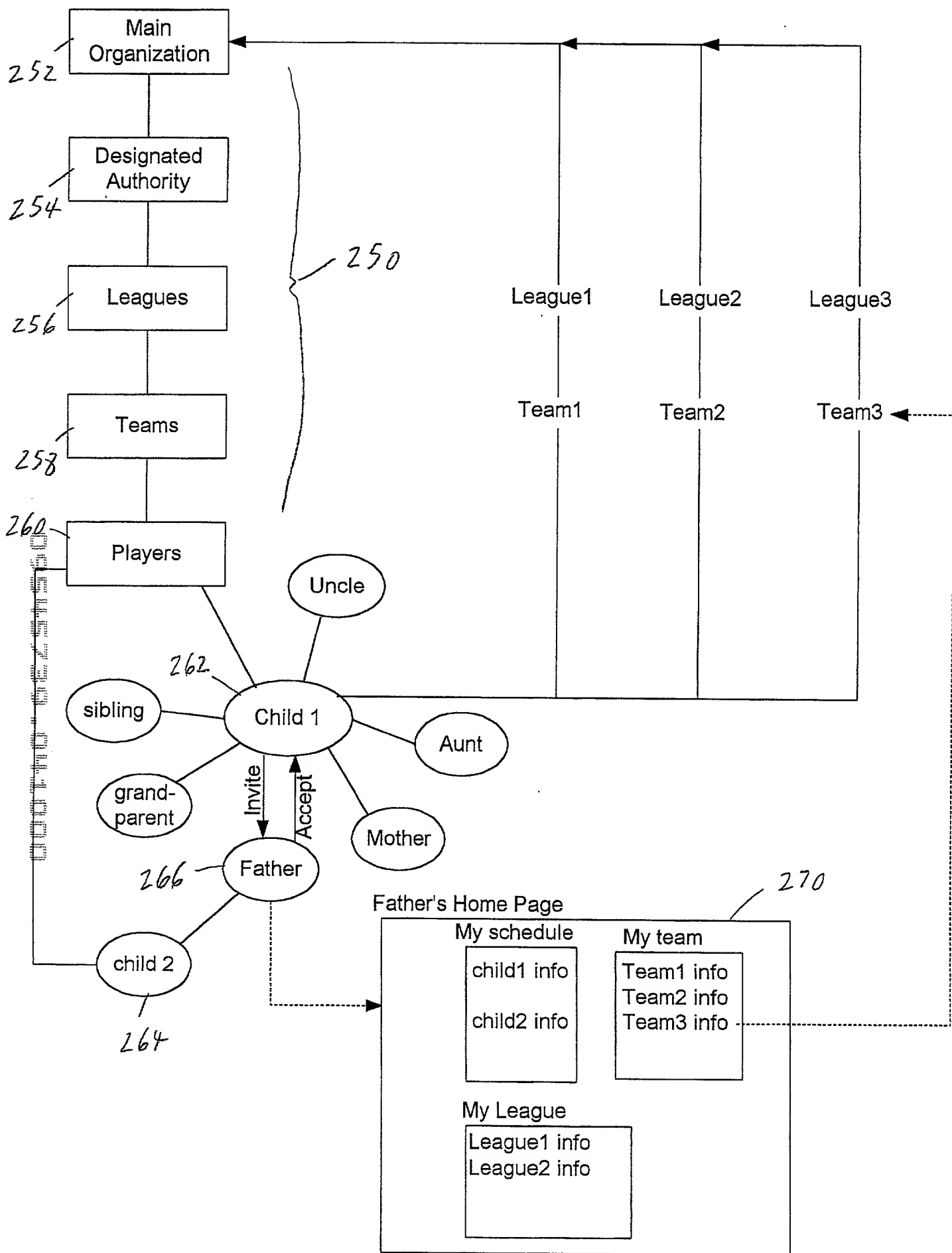


Figure 24

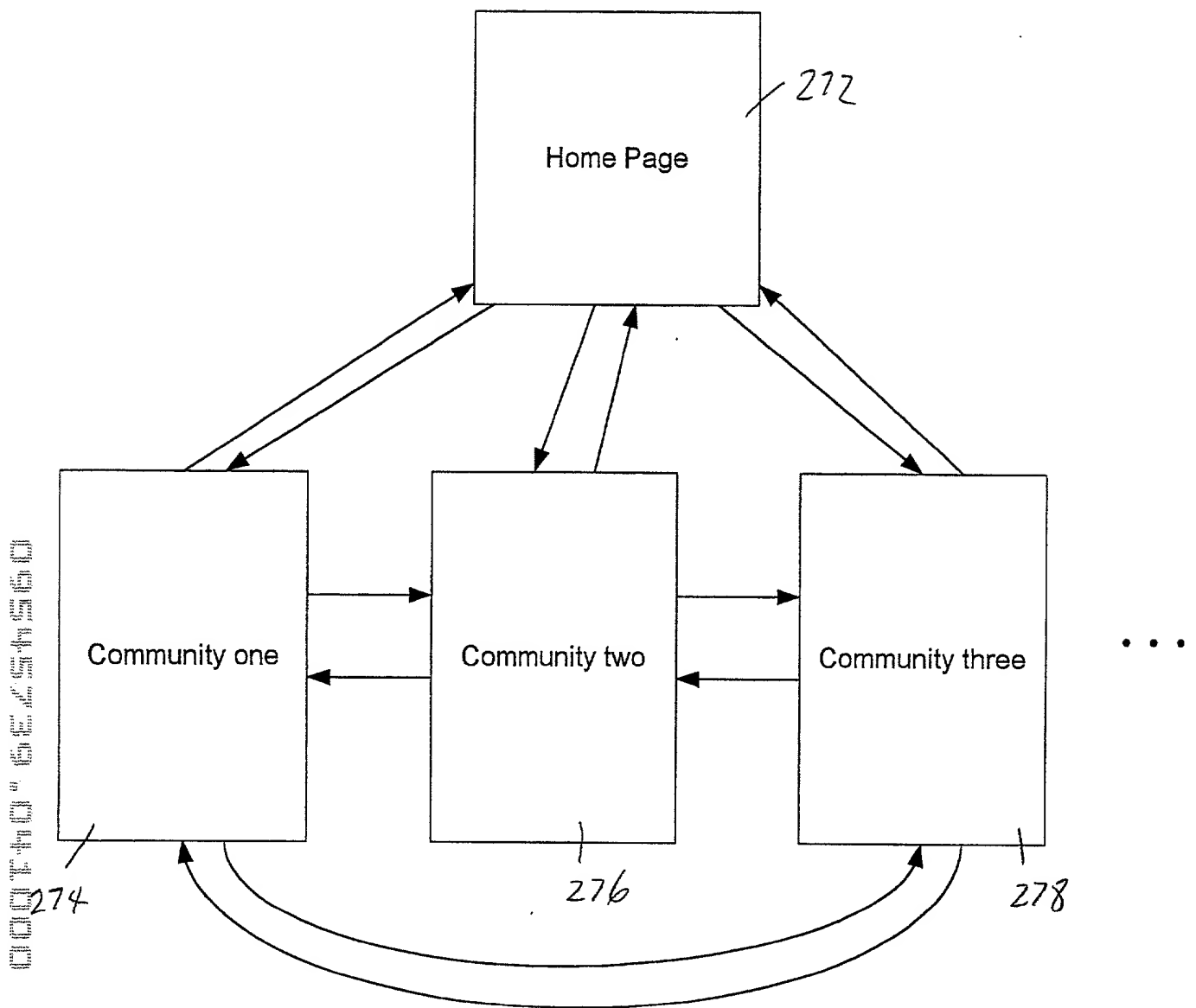


Figure 2B

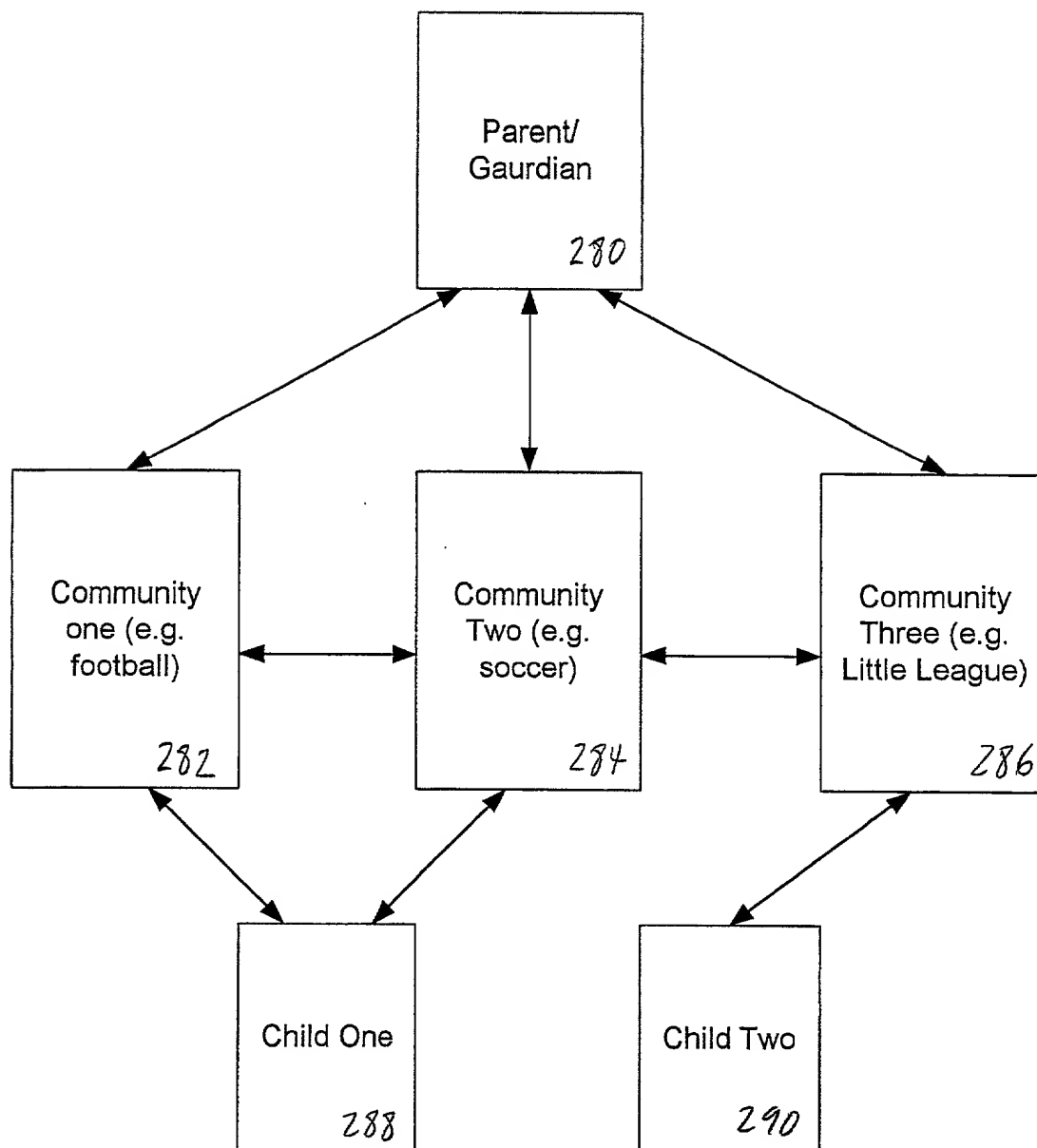


Figure 2c

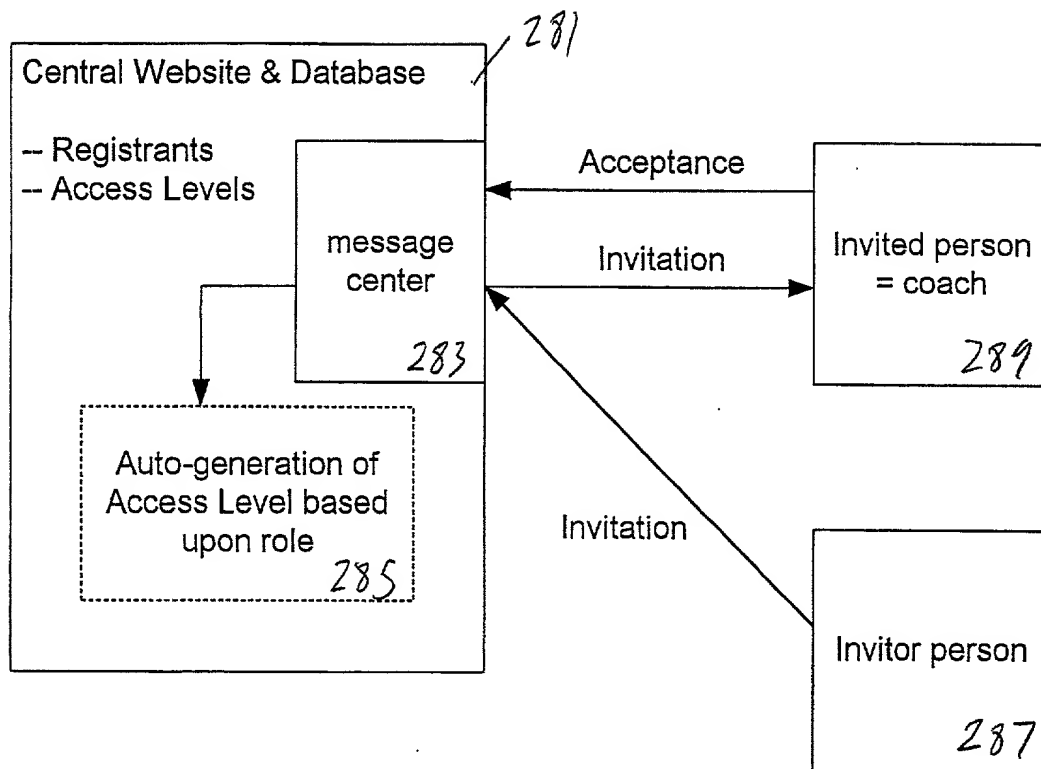


Figure 2D

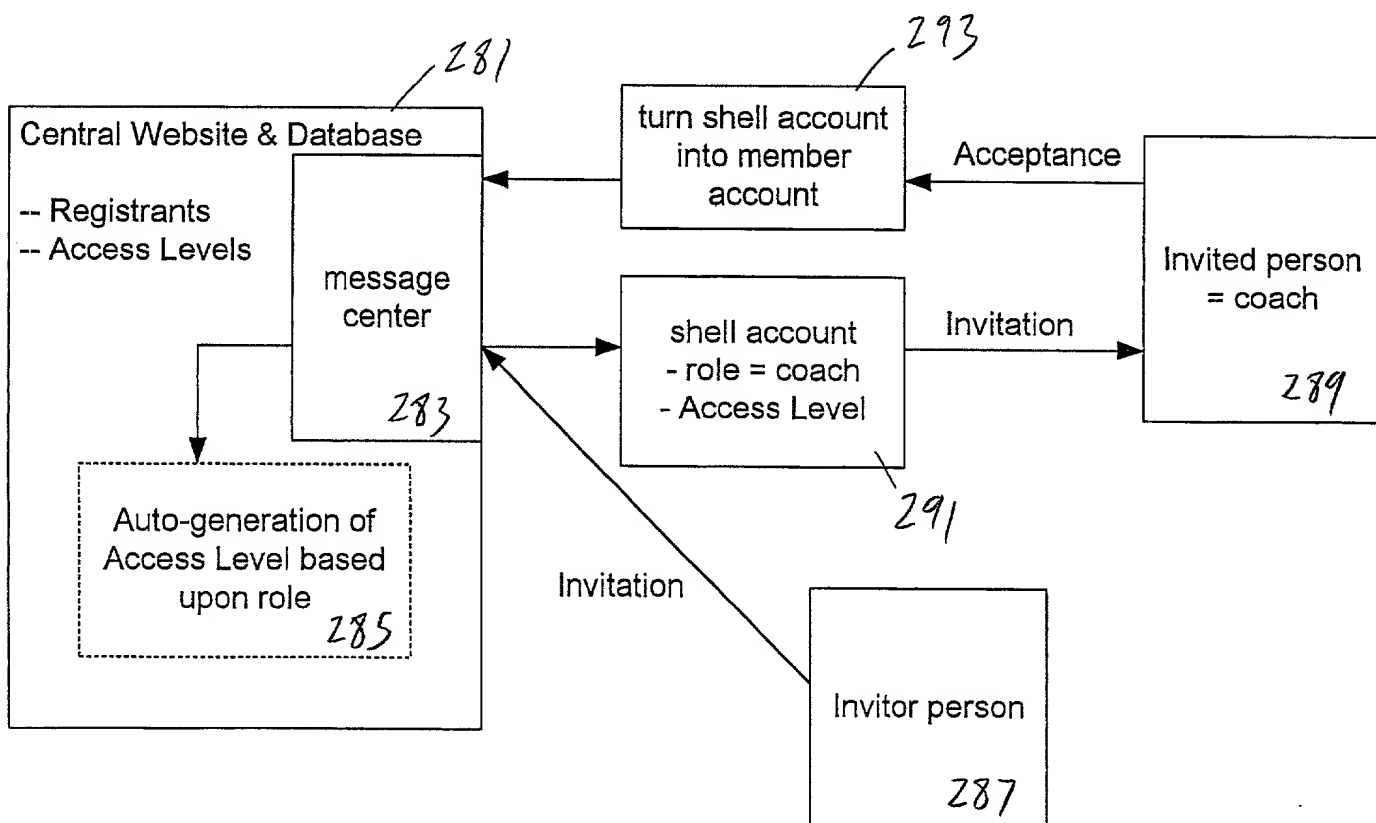




Figure 2E


My Home - for a Player



com



The Honda Passport.



AD

[My Messages](#)
[My Schedule](#)

[MyHome](#)
[News & Events](#)
[Sports Library](#)
[Fun & Games](#)
[Community](#)
[Store](#)

Jimmy Johnson "Team Clown"

My Teams


My News

My Favorites

My Photos

My Guests

My Profile



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326

Jimmy waiting for a good pitch.

News

- Elise Ray gains top spot at gymnastics World Team Trials, 9/22/99
- US Women's Soccer cruises to 5-0 win over Ireland, 9/20/99
- Tee time for future golf stars hopefuls, 9/18/99


308

Featured Online Game

SportsMatch is a game of speed, sports knowledge, and concentration. It is a "tile" game with a twist. Sports trivia fans might feel "Shanghai-ed" after getting hooked on this unique combo of trivia questions and matching.

310

Store



Nike Graphic Duffle Bag
Only \$16.99

312

Speakout

What's your favorite bat? Cast your vote and see what other players say.

[more...](#)

My Teams

Foster City Giants

Burlingame Mighty Mites

[Find any team...](#)

314

My Messages

New Messages: 2

Total Messages: 20

316

My Schedule

Tu 9/27	2:00p	Giants @ Red Sox
Th 9/29	5:30p	practice
Fr 9/30	5:00p	Giants @ Braves
Sa 10/1	10:45a	Dr. appointment
Su 10/2	2:00p	practice
Mo 10/3	2:00p	Red Sox @ Giants
We 10/5	8:00p	pizza @ Dominos
Fr 10/7	2:00p	Giants @ Blue Jays

318

My Favorites

Sport: Baseball

Team: Boston Red Sox

Player: Nomar Garciaparra

Web site: myteam.com

Music Group: NSync

320


Tip of the Week

Catching a Flyball


Run to the spot you think ball will come down. Raise your hands up and out in front of your face, and keep your thumbs together. Look over top of glove. Don't allow the ball to get over your head. Square your shoulders to flight of the ball. Keep your feet slightly staggered.

322


Team Home - Team Admin view



com



The Honda Passport.



AD

[MyHome](#) | [News & Events](#) | [Sports Library](#) | [Fun & Games](#) | [Community](#) | [Store](#)

Foster City Giants 3-3 Record

myteam

com

[Messages](#) [Schedule](#)

[Team Home](#)

[Team Finder](#)

[Team Profile](#)

[Team News](#)

[Team Schedule](#)

[Team Scoreboard](#)

[Team Photos](#)

[Locations & Directions](#)

[Team Communities](#)

[Team Roster](#)

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Celebrating our victory!

News

- Foster City triumph over the Menlo Park Braves. 9/12/99
- Foster City falls to the San Mateo Pirates. 9/7/99
- Welcome to the Foster City Giants Team Page. 8/26/99

Store



Nike Graphic Duffle Bag
Only \$16.99

Speakout

What's your favorite bat? Cast your vote and see what other players say.

[more...](#)

Scoreboard

9/12	Foster City Giants	7
	Menlo Park Braves	3

The Giants won 7-3 against the "never say die" Braves in a close game in Hart Park.
[More...](#)

Standings

American Division	W	L
Pirates	5	1
White Sox	4	2
Giants	3	3
Braves	3	3
Red Sox	2	4
Blue Jays	1	5

Schedule

Tu 9/27	2:00p	Giants @ Red Sox
Th 9/29	6:30p	practice
Fr 9/30	6:00p	Giants @ Braves
Su 10/2	2:00p	practice
Mo 10/3	2:00p	Red Sox @ Giants
We 10/5	8:00p	pizza at Dominos
Fr 10/7	2:00p	Giants @ Blue Jays
Sa 10/8	1:30p	practice

Locations & Directions

League Home - Member view

04

myteam
com

My Messages My League Schedule

League Home
League Finder
League Sponsors
League News
League Schedule
League Scoreboard
League Profile

Locations & Directions

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The Honda Passport.

AD

MyHome News & Events | Sports Library | Fun & Games | Community | Store

Penninsula Recreation League - San Mateo County

516

500

502

503

506

521

512

514

508

510

Peninsula Recreation League

League Standings

AAA Division

	W	L
Pirates	5	1
White Sox	4	2
Giants	3	3
Braves	3	3
Red Sox	2	4
Blue Jays	1	5


League Schedule

Tu 9/27	2:00p	Giants @ Red Sox
Th 9/29	5:00p	Year's video highlights
Fr 9/30	5:00p	Giants @ Braves
Mo 10/3	2:00p	Red Sox @ Giants
Fr 10/7	2:00p	Giants @ Blue Jays
Sa 10/8	1:30p	League meeting
We 10/12	4:00p	Season in review
Mo 1/3	2:00p	Sign-ups begin
Sa 4/14	1:00p	Opening Day
Mo 4/18	2:00p	Giants @ Blue Jays


Store

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Only \$16.99


Team Home - End of Team Find



com




The Honda Passport.




AD

[MyHome](#)
[News & Events](#)
[Sports Library](#)
[Fun & Games](#)
[Community](#)
[Store](#)

Foster City Giants 3-3 Record



My Mailbox



My Schedule

Become A Member & Remember This Team

Team Profile


Add to My Teams

Team Scoreboard

Make Me A Fan of this Team

Wrong Team - I want to try again

Cancel this operation!



Help

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Celebrating our victory!

News

- Foster City triumph over the Menlo Park Braves. 9/12/99
- Foster City falls to the San Mateo Pirates. 9/7/99
- Welcome to the Foster City Giants Team Page. 8/26/99

Store




Nike Graphic Duffle Bag

Only \$16.99

! Speakout

What's your favorite bat? Cast your vote and see what other players say.

[more...](#)



[Penninsula Recreation League](#)

Scoreboard

9/12	Foster City Giants	7
	Menlo Park Braves	3

The Giants won 7-3 against the "never say die" Braves in a close game in Hart Park.

[More ...](#)

Standings

American Division	W	L
Pirates	5	1
White Sox	4	2
Giants	3	3
Braves	3	3
Red Sox	2	4
Blue Jays	1	5

Schedule

Tu 9/27	2:00p	Giants @ Red Sox
Th 9/28	5:30p	practice
Fr 9/30	5:00p	Giants @ Braves
Su 10/2	2:00p	practice
Mo 10/3	2:00p	Red Sox @ Giants
We 10/5	8:00p	pizza at Dominos
Fr 10/7	2:00p	Giants @ Blue Jays
Sa 10/8	1:30p	practice

Locations & Directions

Fig. 6

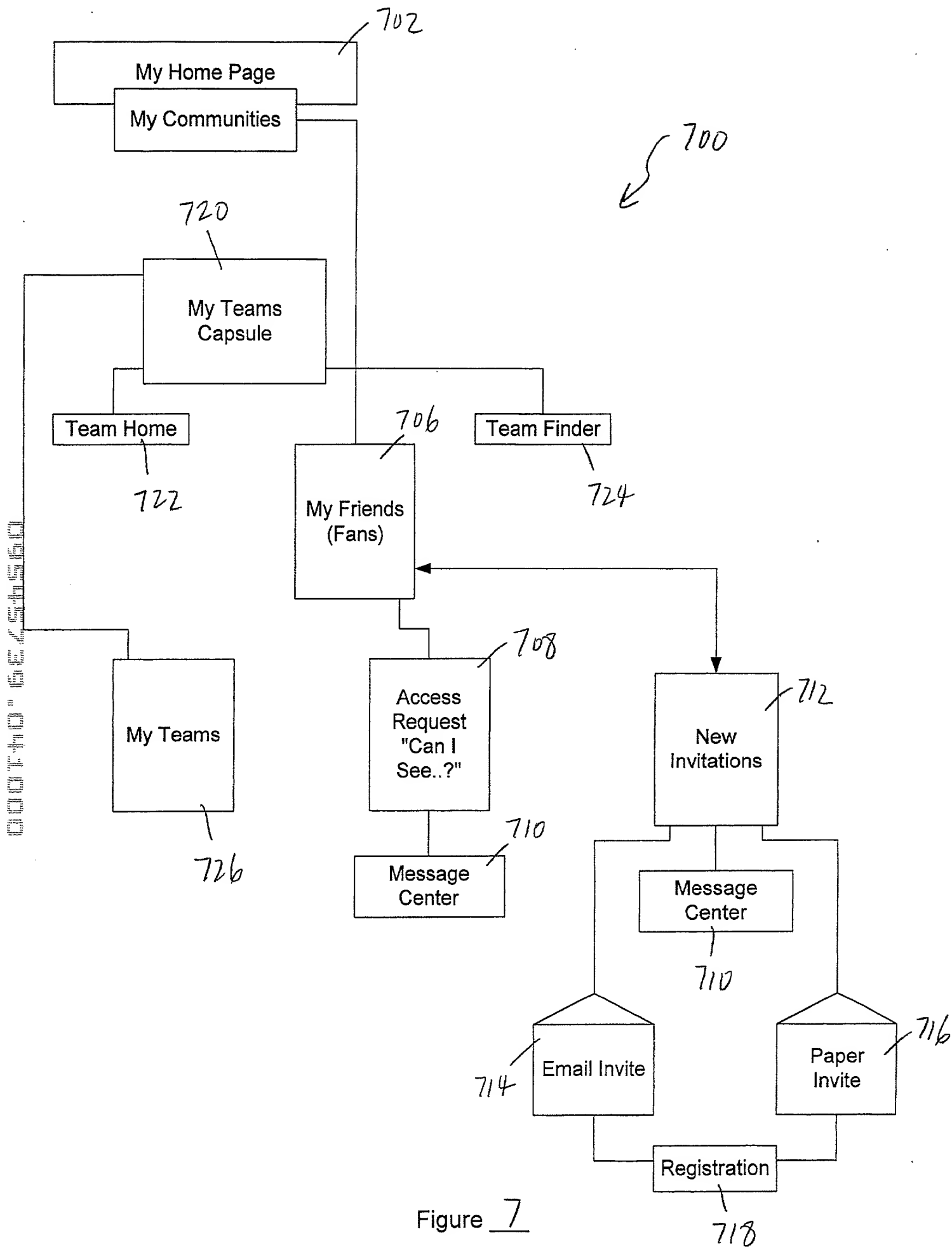


Figure 7

My Friends

Note: terminology used is a placeholder and not considered final.

My Home

My Friends

Invite A Friend

Delete Selected Cancel

Name (see their page)	User ID / email (send message)	Access	Select
Last Name, First	myteamuserid	Yes	<input type="checkbox"/>
Last Name, First	myteamuserid	Yes	<input type="checkbox"/>
Last Name, First	myteamuserid	Invited	<input type="checkbox"/>
Last Name, First	email@mail.com	Invited	<input type="checkbox"/>
Last Name, First	email@mail.com	Invited	<input type="checkbox"/>

802 808 810 812

My Communities - My Friends

Visual Design

900

Note: terminology used is a placeholder and not considered final.

My Home — 912

My Friends

My Communities

Invite ... — 910

Show me: — 902

My Friends | My Teams

View: — 914

- All - — 904

Delete Selected

Cancel — 916

See My Home	Name (see their page)	User ID / email (send message)	Invitations	Select action on hyperlink
YES	Last Name, First	myteamuserid		<input type="checkbox"/>
YES	Last Name, First	myteamuserid		<input type="checkbox"/>
no	Last Name, First	myteamuserid	"Let's share..."	<input type="checkbox"/>
(n/a)	Last Name, First	email@mail.com	"Let's share..."	<input type="checkbox"/>
(n/a)	Last Name, First	email@mail.com	(invited)	<input type="checkbox"/>

[Team name 1]

[League name 1]

no	Last Name, First	myteamuserid	"Let's share..."
YES	Last Name, First	myteamuserid	"Let's share..."
YES	Last Name, First	myteamuserid	"Let's share..."
no	Last Name, First	myteamuserid	"Let's share..."
n/a	Last Name, First	email@notmail.com	"Join myteam..."

[Team name 2]

[League name 2]

no	Last Name, First	myteamuserid	"Let's share..."
YES	Last Name, First	myteamuserid	"Let's share..."
YES	Last Name, First	myteamuserid	"Let's share..."
no	Last Name, First	myteamuserid	"Let's share..."
n/a	Last Name, First	email@notmail.com	"Join myteam..."

906
(optional)

908
(optional)

My Teams

1000

Note: terminology used is a placeholder and not considered final.

My Home

1004

My Teams

Find Team...

1002

Show me:

1014

Delete Selected

Team Name	League	Role	Select
(n/a)	[League name]	admin	<input type="checkbox"/>
[Team name]	(not affiliated)	admin	<input type="checkbox"/>
[Team name]	[League name]	coach	<input type="checkbox"/>
[Team name]	[League name]	player	<input type="checkbox"/>
[Team name]	(not affiliated)	player	<input type="checkbox"/>
[Team name]	[League name]	fan	<input type="checkbox"/>
[Team name]	(not affiliated)	fan	<input type="checkbox"/>
[Team name]	[League name]	fan	<input type="checkbox"/>
(n/a)]	[League name]	fan	<input type="checkbox"/>
[Team name]	(not affiliated)	spectator	<input type="checkbox"/>

↑

1006

↑

1008

↑

1010

↑

1012

Fig. 10

My Communities - My Teams

Visual Design

Note: terminology used is a placeholder and not considered final.

[My Home](#)

My Teams

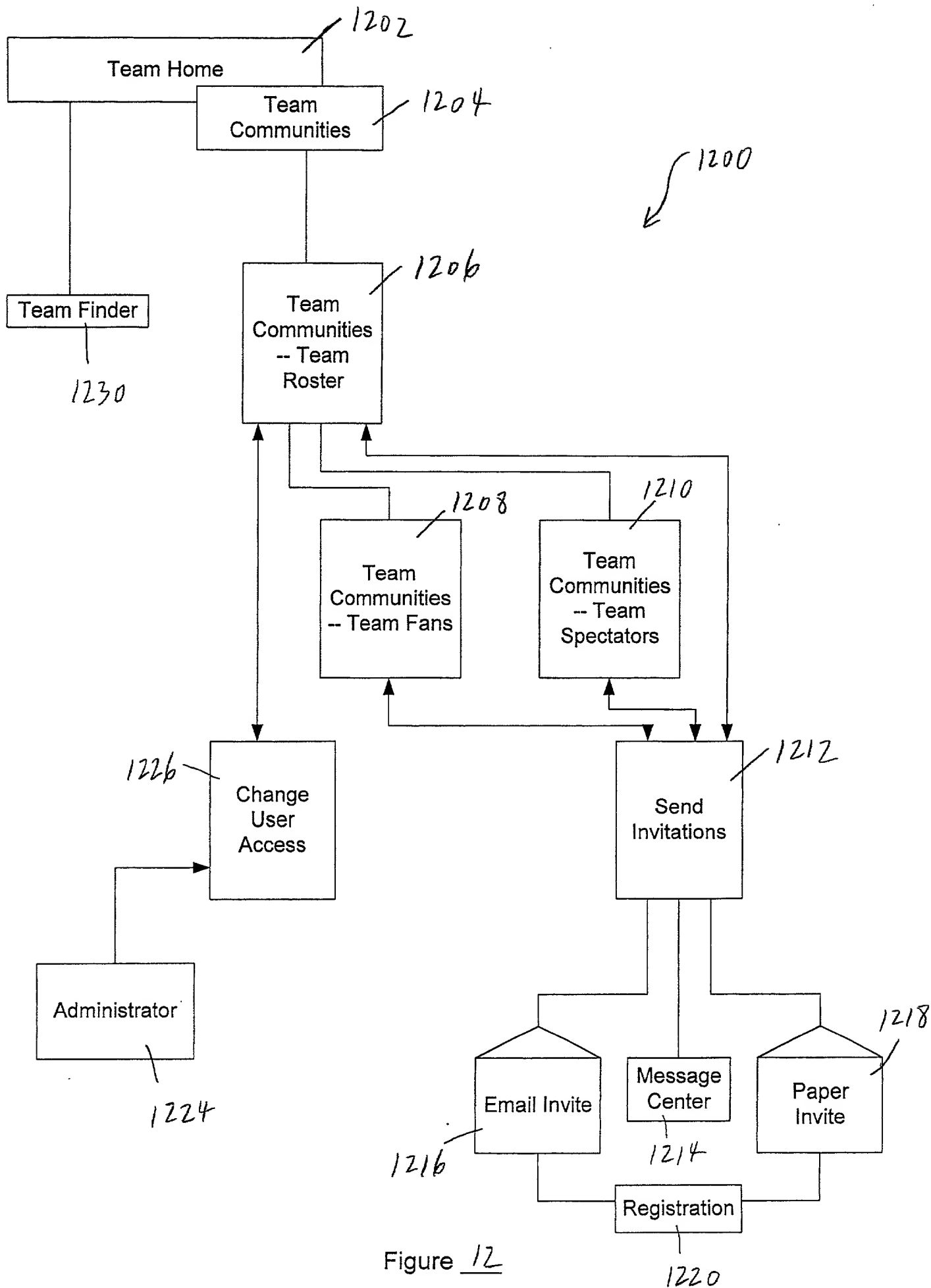
My Communities

Find Team ...

Show me: [My Friends](#) | [My Teams](#)

[Delete Selected](#) [Cancel](#)

Team Name	League	Sport	Access Level	Select
<small>action on hyperlink</small>			<small>(request change)</small>	
[Team name]	[League name]	[sport]	player	<input type="checkbox"/>
[Team name]	(not affiliated)	[sport]	player	<input type="checkbox"/>
[Team name]	[League name]	[sport]	player	<input type="checkbox"/>
[Team name]	[League name]	[sport]	coach	<input type="checkbox"/>
[Team name]	(not affiliated)	[sport]	admin	<input type="checkbox"/>
[Team name]	[League name]	[sport]	fan	<input type="checkbox"/>
[Team name]	(not affiliated)	[sport]	fan	<input type="checkbox"/>
[Team name]	[League name]	[sport]	fan	<input type="checkbox"/>
[Team name]	[League name]	[sport]	fan	<input type="checkbox"/>
[Team name]	(not affiliated)	[sport]	spectator	<input type="checkbox"/>



Team Communities - Team Roster

Visual Design

Note: terminology used is a placeholder and not considered final.

[My Home](#) > [Foster City Giants](#)

Team Roster

Team Communities

[Edit Roster ...](#)

[Team Profile](#)

Show me:

[Team Roster](#) | [Team Fans](#) | [Team Visitors](#)

Volunteers

Name	Access Level	Phone	myteam ID / email
see profile	change access		send msg

Last Name, First	administrator	(650) 555-1212	myteamuserid
Last Name, First	administrator	(650) 555-1212	email@notmail.com
Last Name, First	team-member	(650) 555-1212	myteamuserid
Last Name, First	team-member	(650) 555-1212	myteamuserid
Last Name, First	team-member	(650) 555-1212	(n/a)

Players

1	Last Name, First	team-member	(650) 555-1212	myteamuserid
2	Last Name, First	team-member	(650) 555-1212	(n/a)
3	Last Name, First	team-member	(650) 555-1212	myteamuserid
4	Last Name, First	team-member	(650) 555-1212	myteamuserid
5	Last Name, First	team-member	(650) 555-1212	(n/a)
6	Last Name, First	team-member	(650) 555-1212	myteamuserid
7	Last Name, First	team-member	(650) 555-1212	myteamuserid
8	Last Name, First	team-member	(650) 555-1212	(n/a)
9	Last Name, First	team-member	(650) 555-1212	(n/a)
10	Last Name, First	team-member	(650) 555-1212	myteamuserid
11	Last Name, First	team-member	(650) 555-1212	myteamuserid
12	Last Name, First	team-member	(650) 555-1212	myteamuserid
13	Last Name, First	team-member	(650) 555-1212	(n/a)
14	Last Name, First	team-member	(650) 555-1212	myteamuserid
15	Last Name, First	team-member	(650) 555-1212	myteamuserid

Team Roster - Team-member View

Visual Design

Note: terminology used is a placeholder and not considered final.

My Home > Foster City Giants

Team Roster

Edit Roster ...

Team Profile

Show me: Team Roster | Team Fans | Team Visitors

Volunteers

Name	Phone	myteam ID / email
<div>action on hyperlink</div> Last Name, First	(650) 555-1212	myteamuserid
Last Name, First	(650) 555-1212	email@notmail.com
Last Name, First	(650) 555-1212	myteamuserid
Last Name, First	(650) 555-1212	myteamuserid
Last Name, First	(650) 555-1212	(n/a)

Players

1 Last Name, First	(650) 555-1212	myteamuserid
2 Last Name, First	(650) 555-1212	(n/a)
3 Last Name, First	(650) 555-1212	myteamuserid
4 Last Name, First	(650) 555-1212	myteamuserid
5 Last Name, First	(650) 555-1212	(n/a)
6 Last Name, First	(650) 555-1212	myteamuserid
7 Last Name, First	(650) 555-1212	myteamuserid
8 Last Name, First	(650) 555-1212	(n/a)
9 Last Name, First	(650) 555-1212	(n/a)
10 Last Name, First	(650) 555-1212	myteamuserid
11 Last Name, First	(650) 555-1212	myteamuserid
12 Last Name, First	(650) 555-1212	myteamuserid
13 Last Name, First	(650) 555-1212	(n/a)
14 Last Name, First	(650) 555-1212	myteamuserid
15 Last Name, First	(650) 555-1212	myteamuserid

Fig. 14

Team Fans

Note: terminology used is a placeholder and not considered final.

My Home > Foster City Giants

Team Fans

Team Communities

Invite A Friend

Invite...

1502

Show me:

1510

Delete Selected

1512

Cancel

	Name	myteam ID	Select
action on hyperlink	Change access	send message	
	Last Name, First	myteamuserid	<input type="checkbox"/>
	Last Name, First	myteamuserid	<input checked="" type="checkbox"/>
	Last Name, First	myteamuserid	<input type="checkbox"/>
	Last Name, First	myteamuserid	<input type="checkbox"/>
	Last Name, First	myteamuserid	<input checked="" type="checkbox"/>

↑

1504

↑

1506

↑

1508

000140"625450

Fig. 15

Team Communities - Team Fans

Visual Design

Note: terminology used is a placeholder and not considered final.

My Home > Foster City Giants

Team Fans

Team Communities

Invite...

Show me:

[Team Roster](#) | [Team Fans](#) | [Team Spectators](#)

View:

Name	myteam ID	Access Level	Select
Last Name, First	myteamuserid	fan	<input type="checkbox"/>
Last Name, First	myteamuserid	fan	<input checked="" type="checkbox"/>
Last Name, First	myteamuserid	league admin	<input type="checkbox"/>
Last Name, First	myteamuserid	league volunteer	<input type="checkbox"/>
Last Name, First	myteamuserid	league player	<input checked="" type="checkbox"/>

action on
hyperlink

send message

change access

1600

1602

1604

Team Communities - Team Spectators

Visual Design

Note: terminology used is a placeholder and not considered final.

[My Home](#) > [Foster City Giants](#)

Team Spectators

Team Communities

Invite...

Show me:

[Team Roster](#) | [Team Fans](#) | [Team Spectators](#)

☐ Auto invite all Spectators that are siteVisitors to join myteam.com

☐ Auto approve all members and visitors invited to Fan status by team-members

View:

- All -

Grant Fan Access to Selected

Invite Selected

Cancel

Name	Email	Status	Select
action on hyperlink			
		send message	Change status
Last Name, First	email@notmail.com	visited	<input checked="" type="checkbox"/>
Last Name, First	email@notmail.com	visited	<input checked="" type="checkbox"/>
Last Name, First	email@notmail.com	invited by team	<input type="checkbox"/>
Last Name, First	email@notmail.com	invited	<input type="checkbox"/>
Last Name, First	email@notmail.com	member	<input type="checkbox"/>
Last Name, First	email@notmail.com	member	<input type="checkbox"/>

Composite page design

- "Grant Fan Access to Selected" button only visible when View drop-down value is "members"
- when viewing Members
- "Invite Selected" button only visible when View drop-down value is "visited"
- "Cancel" button only visible when either of the above is visible.
- Checkboxes visible in all views except "- All -"

League Communities - League Members

Visual Design

Parent Navigation

Guest: [Myteam.com home](#) > [Team/League Finder](#) > [Little League](#) > [Peninsula League](#) > [League Profile](#)

Member: [My Home](#) > [Foster City Giants](#) > [Peninsula League](#) > [League Profile](#)

[My Home](#) > [Peninsula League](#) > [League Profile](#)

League Members

League Communities

[Invite...](#)

Show me:

[League Members](#) | [League Fans](#) | [League Visitors](#)

View:

Name	League Title	myteam ID / Email send message	
Last Name, First	league admin	myteam..com ID	<input type="checkbox"/>
Last Name, First	league admin	email@notmail.com	<input checked="" type="checkbox"/>
Last Name, First	President	myteam..com ID	<input type="checkbox"/>
Last Name, First	Administrator	email@notmail.com	<input type="checkbox"/>
Last Name, First	Treasurer	email@notmail.com	<input checked="" type="checkbox"/>
Last Name, First	Asst Pres.	myteam..com ID	<input type="checkbox"/>
Last Name, First	Head Umpire	email@notmail.com	<input checked="" type="checkbox"/>
Last Name, First	player	myteam..com ID	<input type="checkbox"/>
Last Name, First	player	email@notmail.com	<input type="checkbox"/>

Note:
The data table show on this page is the same as the Visitors view of the League Officers page that is linked from League Profile.

The differences are:

- the top of the page, as defined above, is different, to provide a League Communities context
- the ability to select and invite a League Officer to be a fan of the Team Home page. On the regular League Officers page, the action is to assign and remove their status as a League Officer and / or League Admin.

League Fans

The screenshot shows a web page titled "League Fans" with a sub-header "League Communities". On the right, there is a button labeled "Invite A Friend". Below the header, there is an "Invite..." link with a handwritten "1912" next to it. A "Show me:" label is followed by a "Delete Selected" button (annotated with "1908") and a "Cancel" button (annotated with "1910"). Below these is a table with columns for "Name", "myteam ID", and "Select". The table contains five rows of user data. To the left of the table, the text "action on hyperlink" is visible. Handwritten arrows point from "1902", "1904", and "1906" to the "Name", "myteam ID", and "Select" columns respectively. A large black rectangular area is on the left side of the page.

Name	myteam ID	Select
Change access	send message	
<u>Last Name, First</u>	<u>myteamuserid</u>	<input type="checkbox"/>
<u>Last Name, First</u>	<u>myteamuserid</u>	<input checked="" type="checkbox"/>
<u>Last Name, First</u>	<u>myteamuserid</u>	<input type="checkbox"/>
<u>Last Name, First</u>	<u>myteamuserid</u>	<input type="checkbox"/>
<u>Last Name, First</u>	<u>myteamuserid</u>	<input checked="" type="checkbox"/>

League Communities - League Fans

Visual Design

Parent Navigation

Guest: [Myteam.com/home](#) > [Team/League Finder](#) > [Little League](#) > [Peninsula League](#) > [League Profile](#)

Member: [My Home](#) > [Foster City Giants](#) > [Peninsula League](#) > [League Profile](#)

[My Home](#) > [Peninsula League](#) > [League Profile](#)

League Fans

League Communities

[Invite...](#)

Show me: [League Members](#) | [League Fans](#) | [League Spectators](#)

View: - All - 2004

Delete Selected Cancel

Name	myteam ID	Access Level	Select
Last Name, First	myteamuserid	fan	<input type="checkbox"/>
Last Name, First	myteamuserid	fan	<input checked="" type="checkbox"/>
Last Name, First	myteamuserid	league admin	<input type="checkbox"/>
Last Name, First	myteamuserid	league volunteer	<input type="checkbox"/>
Last Name, First	myteamuserid	league player	<input checked="" type="checkbox"/>

↑
2006

League Communities - League Spectators

Visual Design

2100

Note: terminology used is a placeholder and not considered final.

[My Home](#) > [Foster City Giants](#)

League Spectators

League Communities

[Invite...](#)

Show me:

[League Members](#) | [League Fans](#) | [League Spectators](#)

View:

- All -

☐ Auto invite all League Spectators who are not myteam members to join myteam.com

Invite Selected

Cancel

Name	Email (send message)	Status	Select
Last Name, First	email@notmail.com	invited	<input type="checkbox"/>
Last Name, First	email@notmail.com	member	<input checked="" type="checkbox"/>
Last Name, First	email@notmail.com	member	<input type="checkbox"/>
Last Name, First	email@notmail.com	invited	<input type="checkbox"/>
Last Name, First	email@notmail.com	invited	<input checked="" type="checkbox"/>

↑
2104

↑
2106

↑
2108

↑
2110

My Communities - New Invitations

Visual Design

[My Home](#) > [My Communities](#)

New Invitations

[My / Team / League] Communities

Invite your friends and family to visit [your personal / the team / the league] home page on myteam.com.

They will be added to [your / the team/ the leagues] Visitors Community list so you can track their response. When they have joined, you will be able even click to their home pages and send them messages from the Community page!

Join myteam.com

First Name	Last Name	Email
<input type="text"/>	<input type="text"/>	<input type="text"/>
- Choose what to see -	<input type="checkbox"/>	- Choose a Relationship -
<input type="text"/>	<input type="text"/>	<input type="text"/>
- Choose what to see -	<input type="checkbox"/>	- Choose a Relationship -
<input type="text"/>	<input type="text"/>	<input type="text"/>
- Choose what to see -	<input type="checkbox"/>	- Choose a Relationship -
<input type="text"/>	<input type="text"/>	<input type="text"/>
- Choose what to see -	<input type="checkbox"/>	- Choose a Relationship -
<input type="text"/>	<input type="text"/>	<input type="text"/>
- Choose what to see -	<input type="checkbox"/>	- Choose a Relationship -

Members, See My Home (Team or League Home)

First Name	Last Name	myteam.com ID
<input type="text"/>	<input type="text"/>	<input type="text"/>
- Choose what to see -	<input type="checkbox"/>	- Choose a Relationship -

*Don't worry--this address will never be sold or used for promotional purposes.

New Invitations

2300

New Invitations

[My / Team / League] Communities

Invite your friends and family to visit [your personal / the team / the league] home page on myteam.com.

They will be added to [your / the team/ the leagues] Visitors Community list so you can track their response. When they have joined, you will be able even click to their home pages and send them messages from the Community page!

Join myteam.com

	First Name	Last Name	Email
1	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>	<input type="text"/>

*Don't worry--this address will never be sold or used for promotional purposes.

Communities Change Access

Visual Design

My Home

Change User Access

To [team page / league page]

Access to:

Foster City Giants team home page(s)

For myteam.com member:

Betsy Reiss betsyre809

Change from current access level:

fan

To new access level of:

team ADMIN

Cancel Submit

- team-member
- team admin
- league admin

Communities - Access Request

Visual Design

2500
↙

[My Home](#) > [My Communities](#)

Request for a Change of Access

fdsasdfa

I am requesting an upgrade in my

Access to: 2502
Foster City Giants team home page(s)

Change from current access level:
fan 2504

To new access level of:
team-member 2506

2510 2508

- team-member
- team admin
- league admin

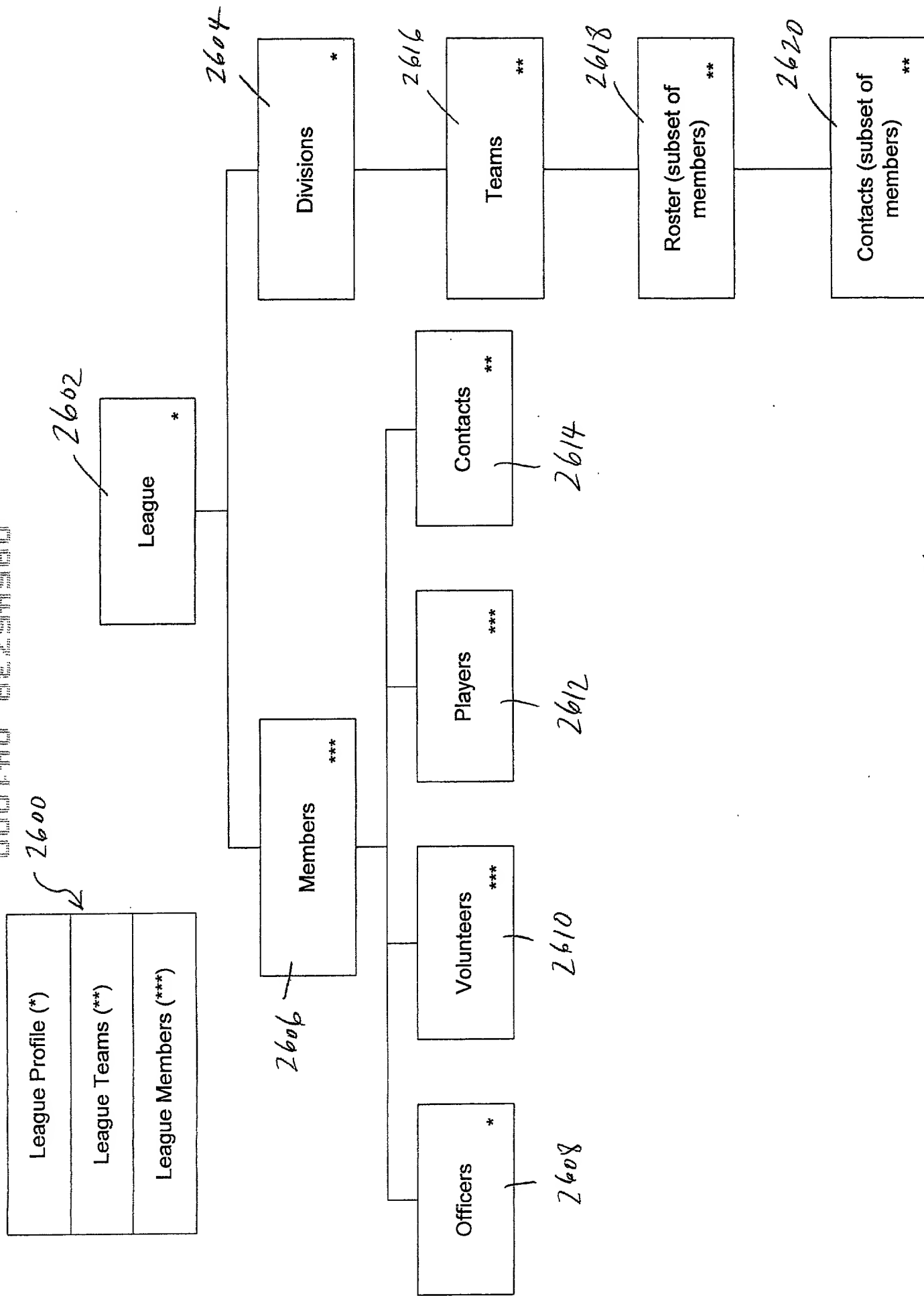


Figure 26

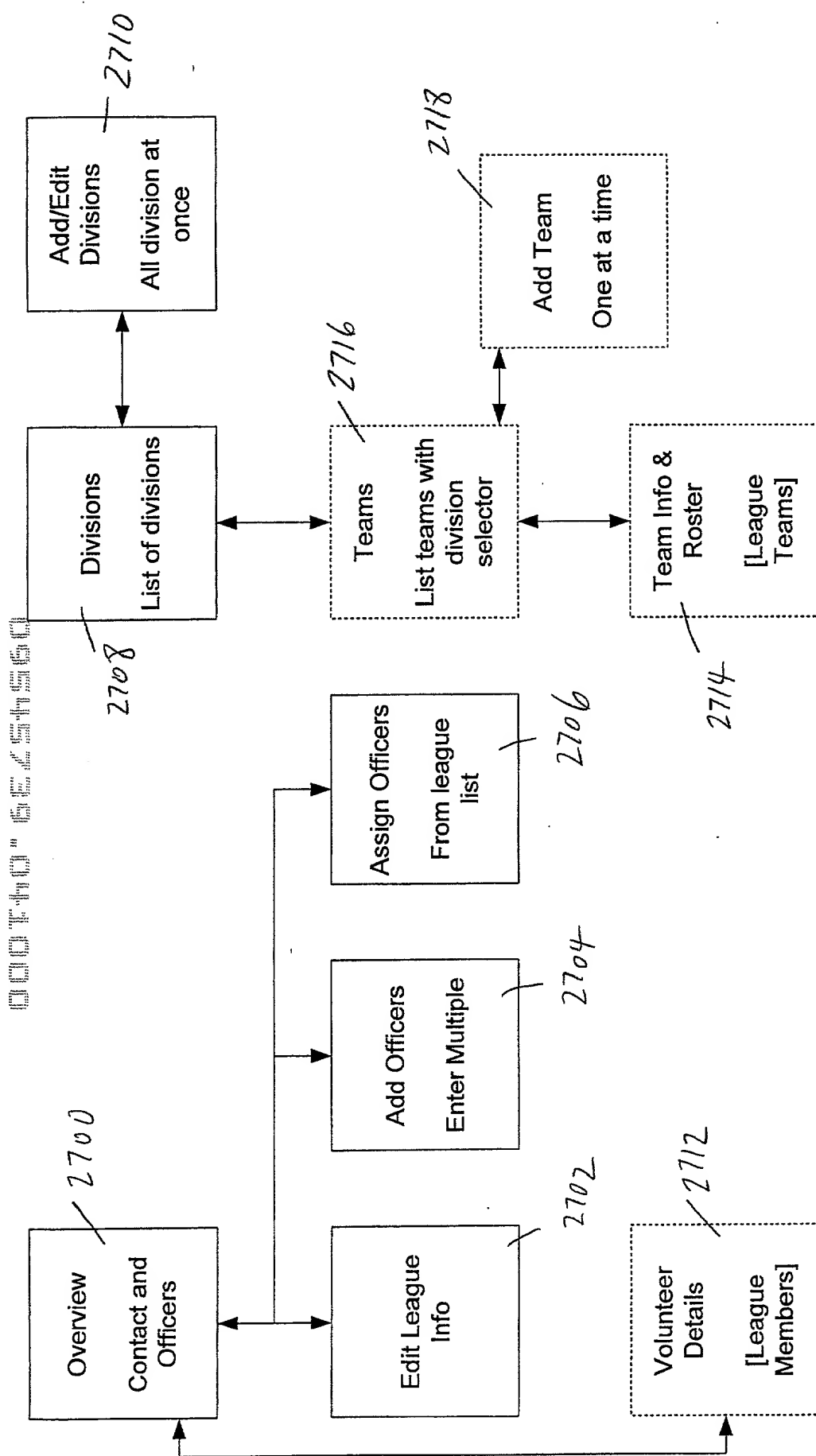




Figure 27

myteam.com - Microsoft Internet Explorer provided by MSN

C:\My Documents\myTeam\Prototypes and Demos\prototype\index.htm



The Honda Passport.



myteam.com

MyHome | News & Events | Fun & Games | Sports Central | Community | Store


Messages | Schedule

League Profile

Overview | Divisions

Palo Alto Little League edit league info add officers assign officers remove checked

101 Vintage Park
Foster City, CA 94404 USA
Phone: (650) 524-4500
eMail: read@myteam.com



Handwritten notes: 2812 (pointing to address), 2810 (pointing to seal), 2814 (pointing to seal)

League Officers

Name	eMail	Title	Remove
Randy Thompson	read@aol.com	President	<input type="checkbox"/>
Kerry Bradford	kerry@ix.netcom.com	Player Agent	<input type="checkbox"/>
Elliott Katzman	elliott@adn.com	Treasurer	<input type="checkbox"/>
Dan Pumar	dnparr@world.std.com	Safety Officer	<input type="checkbox"/>



2800

myteam.com - Microsoft Internet Explorer provided by MSN


File Edit View Favorites Tools Help

Back Forward Stop Refresh Home Search Favorites History Mail Print Help

Address C:\My Documents\myTeam\Prototypes and Demos\prototype\index.htm

The Honda Passport.



AD

MyHome News & Events Fun & Games Sports Central Community Store

Selecting members for the Foster City Giants

Available League Volunteers cancel assign checked

Select Volunteer
<input type="checkbox"/> Warren Buffet
<input type="checkbox"/> Rich D'Amore
<input type="checkbox"/> Alex D'Arbeloff
<input type="checkbox"/> Ted Dintersmith
<input type="checkbox"/> Peter Lynch
<input type="checkbox"/> Craig McHugh
<input type="checkbox"/> John Moragne

Choose a members to designate as the primary contact.

1. Check the league volunteer to be the contact.
2. Click the "assign selected" item to add the volunteer as the primary contact.

LeagueHome

LeagueSponsors

LeagueNews

LeagueSchedule

LeagueScores

LeagueLocations

LeaguePhotos

LeagueProfile

LeagueTeams

LeagueMembers

My Messages My Schedule

cancel assign checked

Figure 30

000140" 554550

myteam.com - Microsoft Internet Explorer provided by MSN

Back Forward Stop Reload Home Search Favorites History Mail Print

Address C:\My Documents\myTeam\Prototypes and Demos\Prototype 4\index.htm

myteam com

The Honda Passport.

MyHome News & Events Fun & Games Sports Library Community Store

League Profile

LeagueHome
LeagueSponsors
LeagueNews
LeagueSchedule
LeagueScores
LeagueLocations
LeaguePhotos
LeagueProfile
LeagueTeams
LeagueMembers
LeagueFans

Overview Divisions

League Divisions add/edit divisions update charter remove checked

Division Name	Born after	but before	Sport	LL Division	# Teams	Remove
	1/1/89	1/1/91	Baseball	T Ball	3	<input type="checkbox"/>
AA	1/1/89	1/1/91	Baseball	Minors	8	<input type="checkbox"/>
	1/1/89	1/1/91	Baseball	Major	5	<input type="checkbox"/>
MaJors	1/1/89	1/1/91	Baseball	Major	5	<input type="checkbox"/>
Seniors	1/1/89	1/1/91	Baseball	Senior	2	<input type="checkbox"/>


add/edit divisions update charter remove checked

3102 3104 3106 3108 3110 3112 3114


Figure 31

myteam.com - Microsoft Internet Explorer

C:\WINDOWS\Desktop\Prototype 4\index.htm



The Honda Passport.



myteam.com

MyHome | News & Events | Fun & Games | Sports Library | Community | Store

League Profile

Overview | Divisions

Cancel Submit

Division Name	Born after	but before	Sport	LL Division	LL Teams
A	1/1/89	1/1/91	Baseball	T-Ball	3
AA	1/1/89	1/1/91	Baseball	Minors	8
AAA	1/1/89	1/1/91	Baseball	Major	5
Majors	1/1/89	1/1/91	Baseball	Major	5
Seniors	1/1/89	1/1/91	Baseball	Senior	2

Cancel Submit

Logout
Site Support
Privacy Policy
About myteam.com

Figure 32

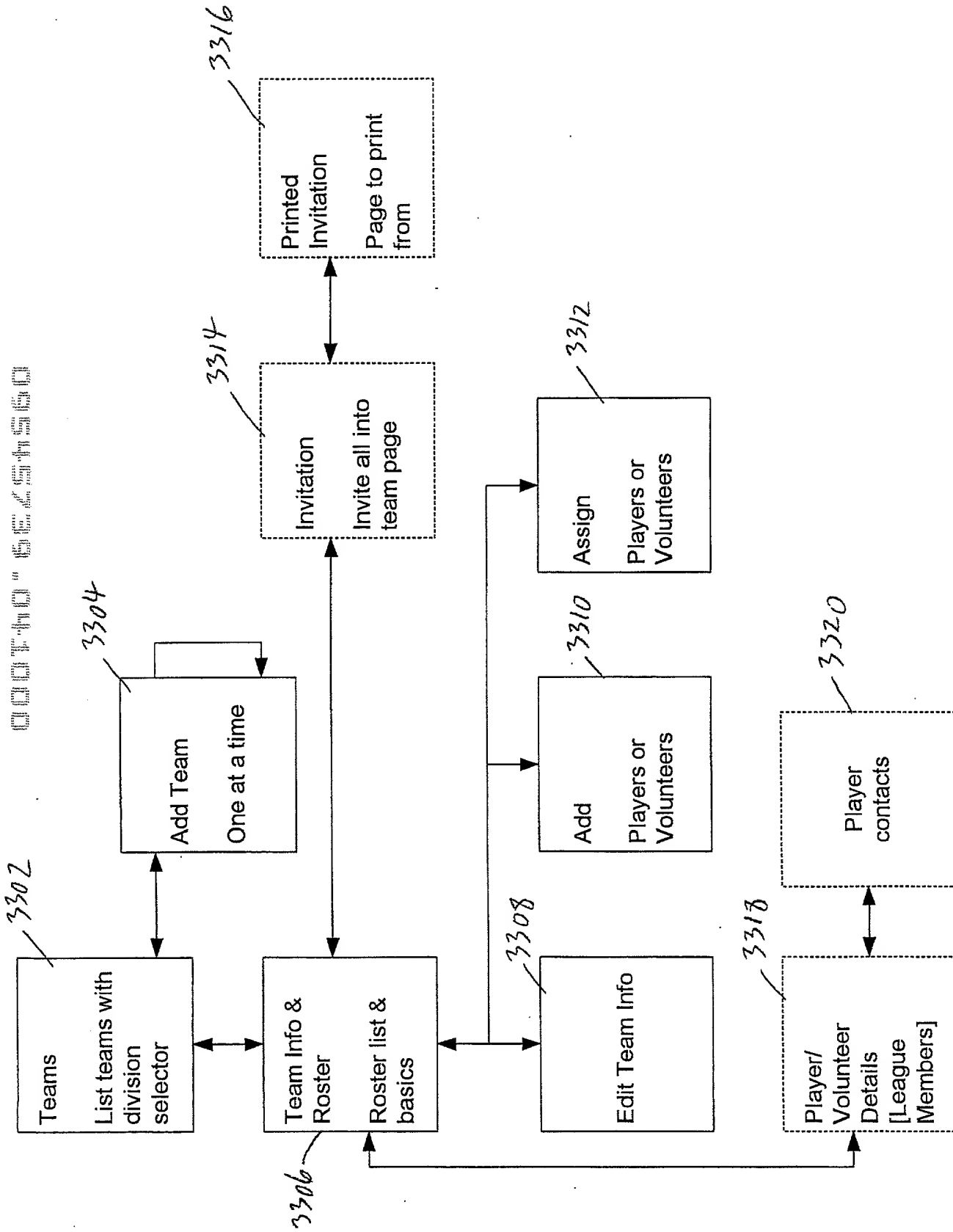


Figure 33

000140" 6654560

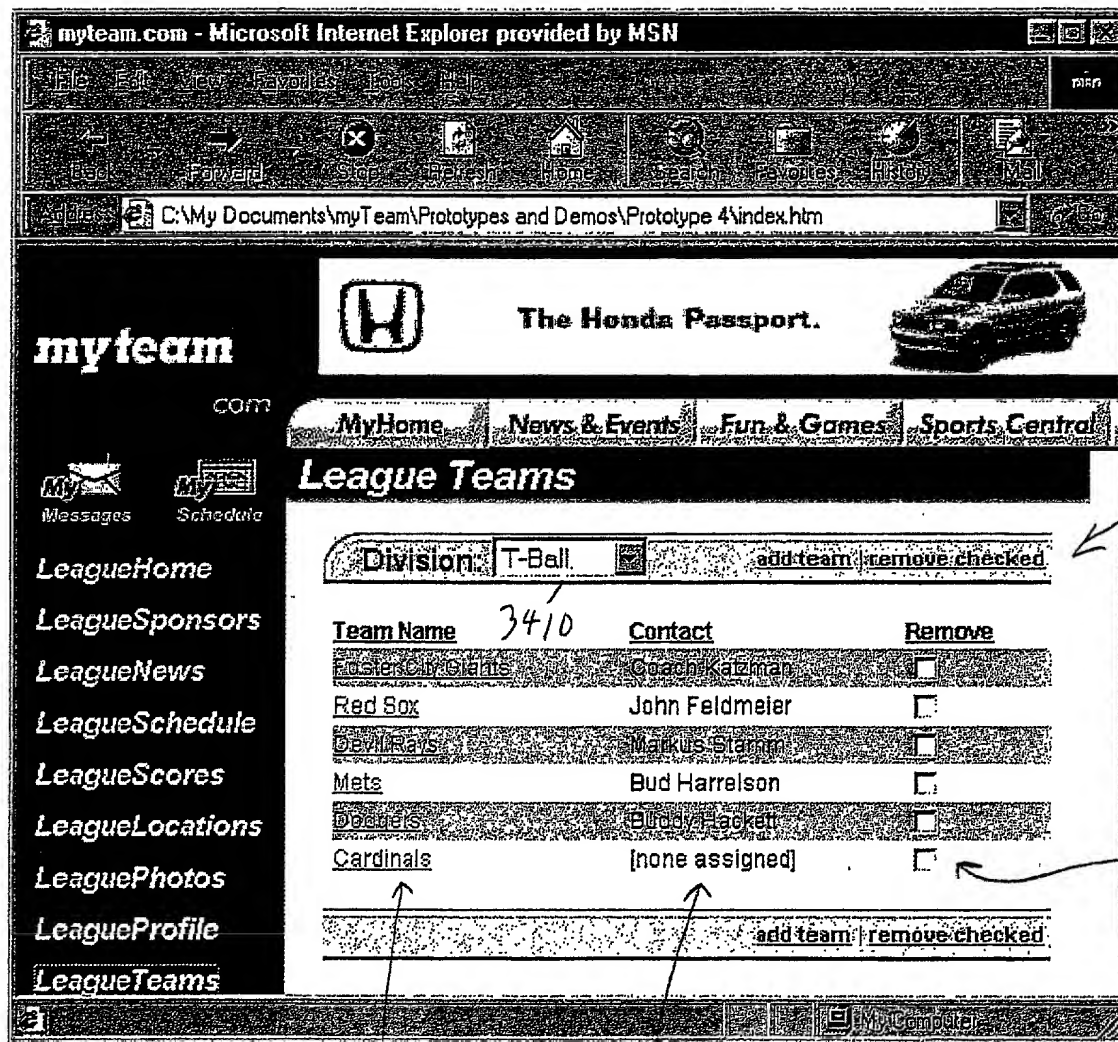




Figure 34


myteam.com - Microsoft Internet Explorer provided by MSN

File Edit View Favorites Tools Help

Address: C:\My Documents\myTeam\Prototypes and Demos\Prototype 4\index.htm

The Honda Passport.



MyHome News & Events Fun & Games Sports Central Community Store

League Teams

Foster City Giants cancel submit

Team Basics

Team name*

City/Town

Postal Code*

Country

Contact Info

Team manager

Team manager eMail

cancel submit

3500

00040"664550

myteam.com - Microsoft Internet Explorer provided by MSN

File Edit View Favorites Tools Help

Back Forward Stop Reload Home Search Favorites History View Print Exit

C:\My Documents\myTeam\Prototypes and Demos\Prototype 4\index.htm

myteam com

eToys
Click Here To Visit The Internet's Biggest Toy Store.

MyHome News & Events Fun & Games Sports Library Community Store

League Teams

LeagueHome
LeagueSponsors
LeagueNews
LeagueSchedule
LeagueScores
LeagueLocations
LeaguePhotos
LeagueProfile
LeagueTeams
LeagueMembers

Foster City Giants edit team info add assign invitations unassign checked

Foster City, CA 94401
Team Contact Coach Katzman
Contact eMail joecoach@myteam.com

Name	Phone	eMail	Role	Unassign
Brian B. Pomeroy	(650) 524-4550	brian@kwaad.com	Team Mom	<input type="checkbox"/>
Dan Pomeroy	(650) 524-4520	dan@myteam.com	Snack Manager	<input type="checkbox"/>
John B. Pomeroy	(650) 524-4550	john@myteam.com	Coach	<input type="checkbox"/>
Dan Ahlberg	(650) 524-4529	ahlberg@myteam.com	Player	<input type="checkbox"/>
David Ahlberg	(650) 524-4517	david@myteam.com	Player	<input type="checkbox"/>

Figure 36

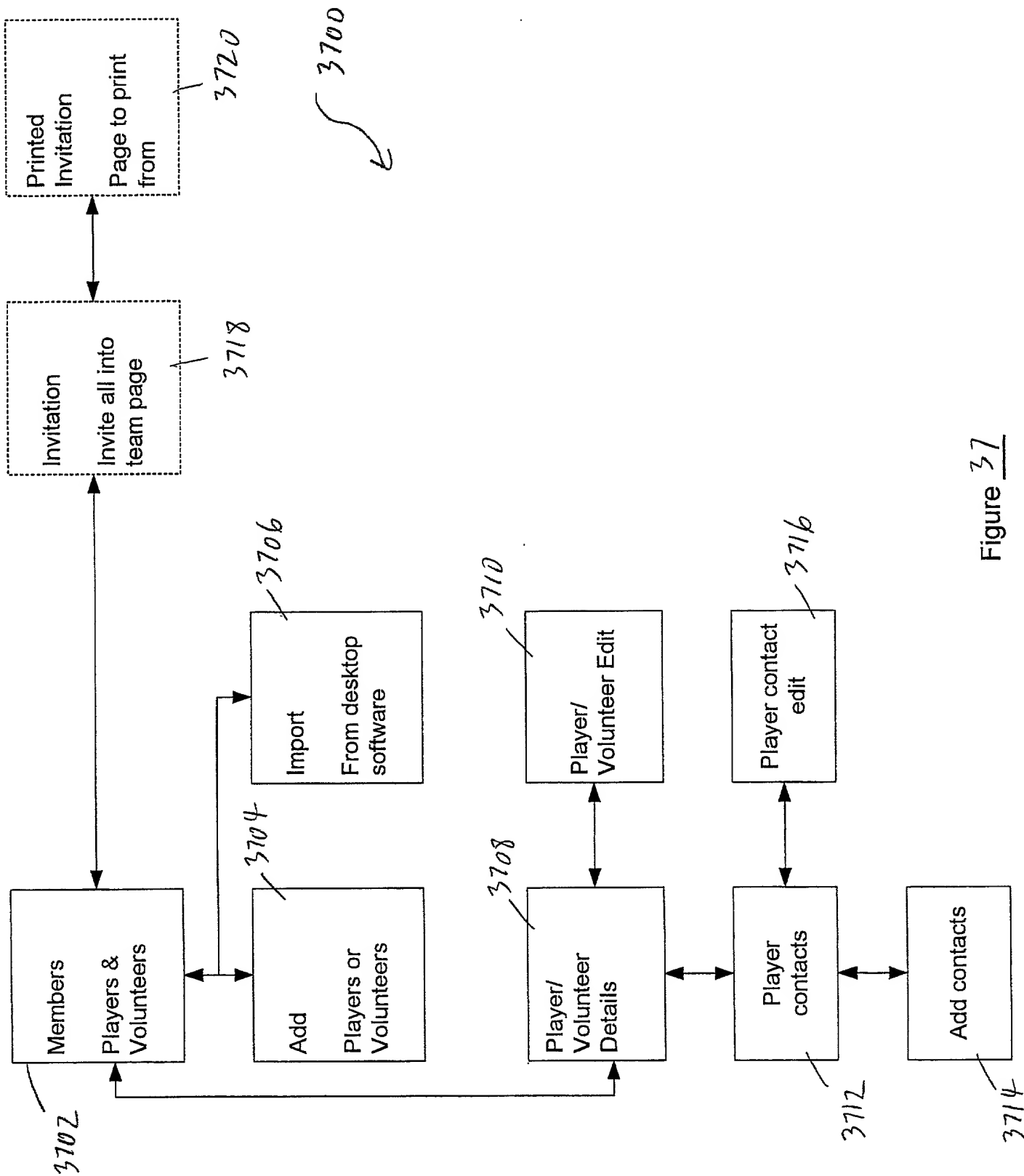


Figure 37

000440"66454550

myteam.com - Microsoft Internet Explorer provided by MSN

myteam.com

ADN

The Honda Passport.

MyHome / News & Events / Fun & Games / Sports Central / Community / Store

LeagueHome
LeagueSponsors
LeagueNews
LeagueSchedule
LeagueScores
LeagueLocations
LeaguePhotos
LeagueProfile
LeagueTeams
LeagueMembers
LeagueFans

League Members

Players | Volunteers

Members

add members | import | invitations | remove checked

Name	Phone	eMail	Remove
Ben Ahlberg	(650) 524-4528	ahlberg@myteam.com	<input type="checkbox"/>
David Block	(650) 524-4517	dblock@myteam.com	<input type="checkbox"/>
Markus Canby	(650) 524-4516	canby@myteam.com	<input type="checkbox"/>
Jim Dickerson	(650) 524-4560	limd@aol.com	<input type="checkbox"/>
Gregory Blum	(650) 524-4522	greg@myteam.com	<input type="checkbox"/>
Adelaide Hulbert	(650) 333-1985	ahulbert3	<input type="checkbox"/>
Steve Jones	(650) 333-0010	bjones88	<input type="checkbox"/>
Matt Nelson	(650) 333-6677	mmnelson12	<input type="checkbox"/>
Tom Reber	(650) 524-4514	reber	<input type="checkbox"/>
John Doe	(650) 524-4514	john	<input type="checkbox"/>

Figure 38

[illegible]

3900

000T40" 66254560

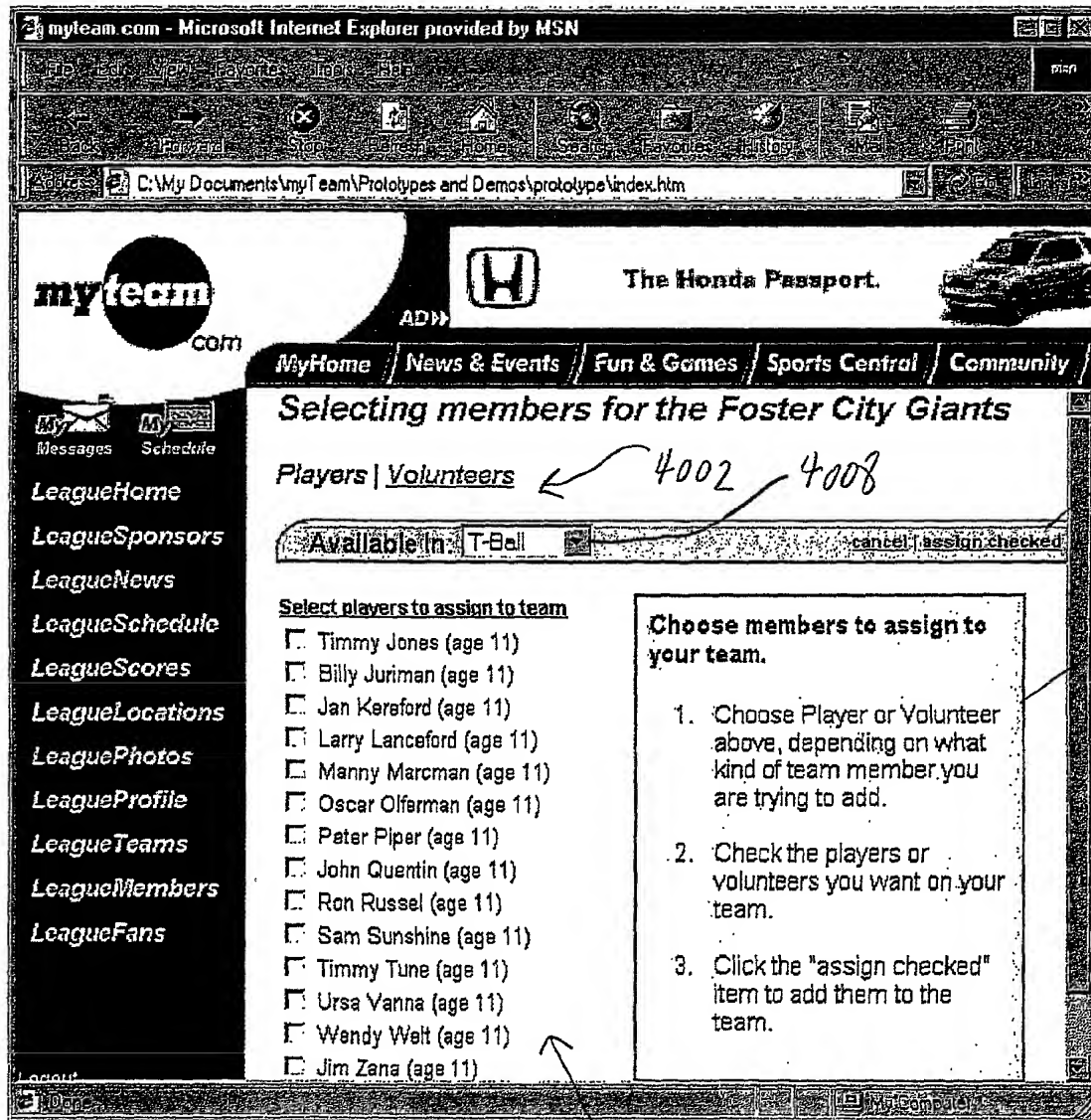




Figure 40

myteam.com - Microsoft Internet Explorer provided by MSN

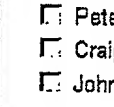
File Edit View Favorites Tools Help

Back Forward Stop Home Search Favorites History Mail Print

Address C:\My Documents\myTeam\Prototypes and Demos\prototype\index.htm

The Honda Passport.



AD

MyHome News & Events Fun & Games Sports Central Community

Selecting members for the Foster City Giants

Available League Volunteers [cancel](#) [assign checked](#)

Select Volunteer	Assign as Admin
<input type="checkbox"/> Warren Buffet	<input type="checkbox"/>
<input type="checkbox"/> Rich D'Amore	<input type="checkbox"/>
<input type="checkbox"/> Alex D'Arbeloff	<input type="checkbox"/>
<input type="checkbox"/> Ted Dintersmith	<input type="checkbox"/>
<input type="checkbox"/> Peter Lynch	<input type="checkbox"/>
<input type="checkbox"/> Craig McHugh	<input type="checkbox"/>
<input type="checkbox"/> John Moragne	<input type="checkbox"/>

4202

4204

Choose members to designate as officers.

1. Check the league volunteers to be officers.
2. Use the "Assign as admin" column to grant some officers full access to all league information.
3. Click the "assign checked" item to add them to the list of officers.

LeagueHome
LeagueSponsors
LeagueNews
LeagueSchedule
LeagueScores
LeagueLocations
LeaguePhotos
LeagueProfile
LeagueTeams
LeagueMembers
LeagueFans

Done

My Computer

4200

myteam.com - Microsoft Internet Explorer provided by MSN

Back
Forward
Stop
Refresh
Home
Search
Favorites
History
Mail
Print
Edit
Delete

Address
C:\My Documents\myTeam\Prototypes and Demos\prototype\index.htm

The Honda Passport.

AD

MyHome
News & Events
Fun & Games
Sports Central
Community
Store

My Messages
My Schedule

LeagueHome
LeagueSponsors
LeagueNews
LeagueSchedule
LeagueScores
LeagueLocations
LeaguePhotos
LeagueProfile
LeagueTeams
LeagueMembers
LeagueFans

Player Information

Dan Ahlberg
edit | add contact | assign contacts | remove checked

5 Martin Drive
Sudbury, MA 01776 USA
Phone: (650)524-4529
eMail: ahlberg@myteam.com

gender: male
birthdate: 4/13/89
birth certificate verified: yes
comments: allergic to peanuts

Player Contact List


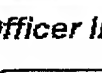
Name	Phone	eMail	Relation	Remove
Dan Ahlberg	(650)524-4529	ahlberg@myteam.com	Father	<input type="checkbox"/>
Daniella Ahlberg	(650)524-4529		Mother	<input type="checkbox"/>

edit | add contact | assign contacts | remove checked

Figure 43

myteam.com - Microsoft Internet Explorer provided by MSN

Address: C:\My Documents\MyTeam\Prototypes and Demos\prototype\index.htm

The Honda Passport.

ADH

MyHome | News & Events | Fun & Games | Sports Central | Community | Store

Officer Information

Dan Ahlberg [edit](#) [add contact](#) [assign contacts](#) [remove checked](#)

5 Martin Drive
Sudbury, MA 01776 USA
Phone: (650) 524 4529
eMail: ahlberg@myteam.com

League role: Officer
access: admin
gender: male
comments: likes coaching older kids

4402

Officer Contact List

Name	Phone	eMail	Relation	Remove
Mark Ahlberg	(650) 524 4529	ahlberg@myteam.com	Father	<input type="checkbox"/>
Danille Ahlberg	(650) 524 4529		Mother	<input type="checkbox"/>

[edit](#) [add contact](#) [assign contacts](#) [remove checked](#)

My Messages My Schedule

LeagueHome
LeagueSponsors
LeagueNews
LeagueSchedule
LeagueScores
LeagueLocations
LeaguePhotos
LeagueProfile
LeagueTeams
LeagueMembers
LeagueFans

Figure 44

000140"6645450

myteam.com - Microsoft Internet Explorer provided by MSN

File Edit View Favorites Tools Help

Address: C:\My Documents\myTeam\Prototypes and Demos\prototype\index.htm

myteam .com

AD

The Honda Passport.

MyHome / News & Events / Fun & Games / Sports Central / Community / Store

Editing Dan Ahlberg 4502

cancel submit

Vital Statistics

First name* Dan

Last name* Ahlberg

Middle initial J.

Birthdate* 4/16/89

Communications 4504

Phone (650) 524-4529

eMail ahlberg@myteam.com

myteam ID dantheman

Role 4506

Title/Job

Access level

Address 4508

Address 1* 5 Martin Drive

Address 2

City/Town* Sudbury

State* MA

Postal Code 02146

Country USA

cancel submit

Figure 45

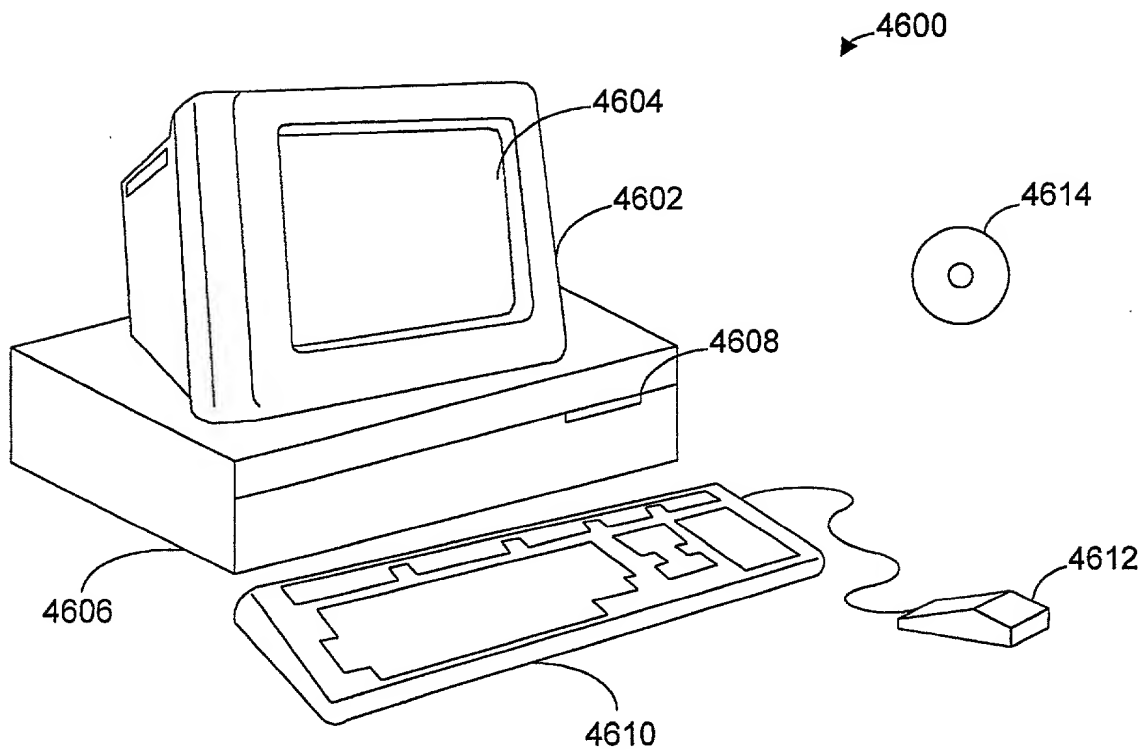


Figure 46A

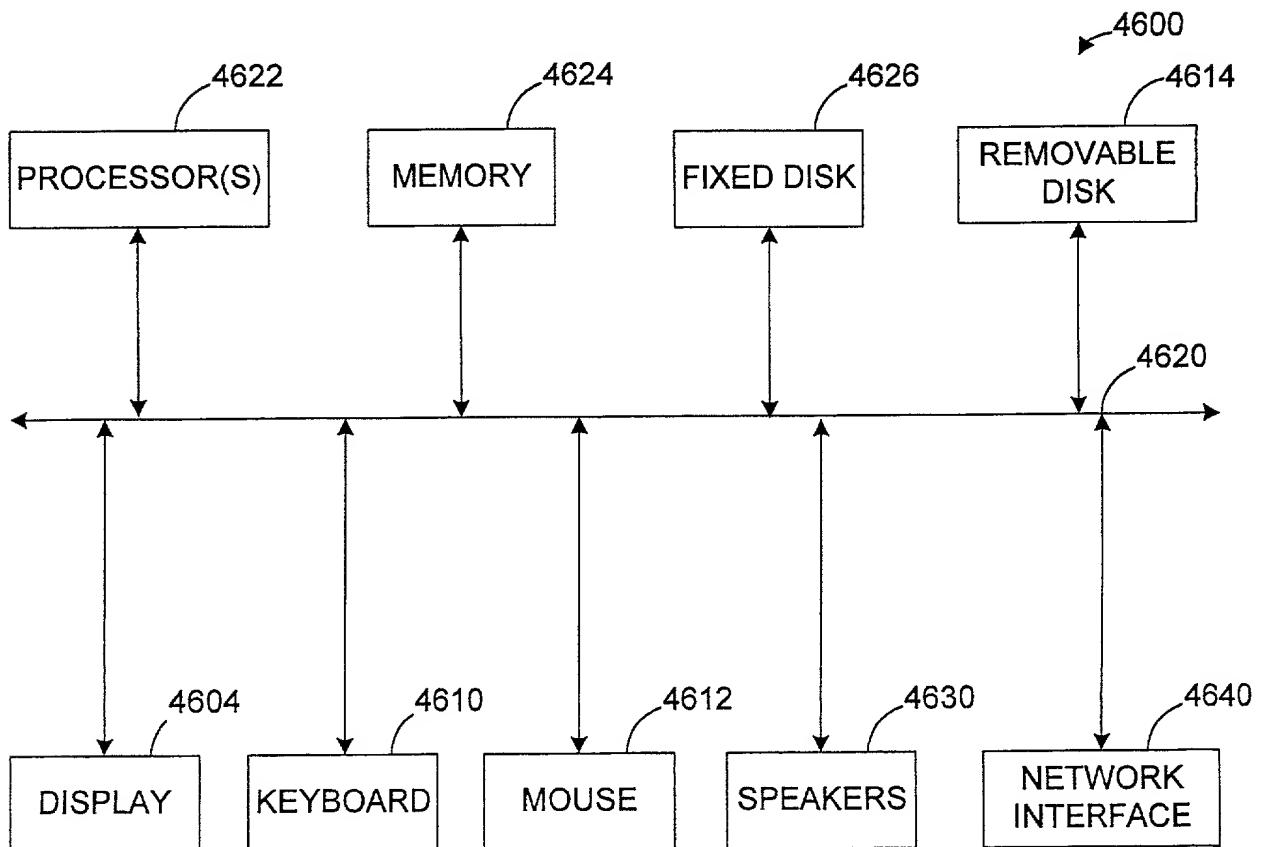


Figure 46B